

# RUI HUANG

LIGHTING AND LOOKDEV ARTIST

## SKILLS

- Modeling & Lighting & Shading & Compositing
- Visual Development
- Digital painting
- Illustrations

## EDUCATIONAL TRAINING

### USC School of Cinematic Arts

Master of Animation and Digital Arts

### Sichuan Fine Arts Institute

Bachelor of Arts

## AWARDS

- Best Animation - MIAMI short film festival
- Best Animation - Beaufort International Film Festival
- Best of festival Animated Short - Richmond International film festival
- Best Animation Short - Los Angeles Independent Film Festival Awards
- Best animation and Best picture - Los Angeles Film Awards
- Best short - Long Beach International Film Festival
- Winner - Los Angeles Animation Festival
- Gold Award - AEAFF 2021
- Best Art - EVA PLAY 2021 DIGITAL, Argentina
- Winner - Nordic Game Discovery Contest
- Best Game Winner - Urban Mediamakers Festival
- Best Video Game - Amsterdam International Film Festival
- Winner - Moscow Russia International film festival
- Winner - SIEGE SILV-E 2021
- Best Game/VR - OUT OF THE CAN INTERNATIONAL FILM FESTIVAL
- Best Game - WICA LA Awards Winners 2021
- Best Student Game - 2022 Games For Change Awards
- 2020 IndieCade Nominee
- Yugo BAFTA Student Awards Shortlist 2021
- 2020 USC Annenberg Graduate Fellowship
- 2019 Dean's List of USC School of Cinematic Arts
- 2018 Frank Vole Scholarship of USC

## PRESS

- <https://thenerdaily.com/rui-huang-hollyshorts-interview/>
- <https://www.thenewcurrent.co.uk/rui-huang>
- <https://80.lv/articles/there-you-are-developing-process-behind-a-narrative-driven-game/>
- <https://occhimagazine.com/animation-director-rui-huang-discusses-her-film-there-you-are/>
- <https://discover.hubpages.com/entertainment/rui-huang-vision-and-versatility-in-cg-artistry>
- <https://www.articlesreader.com/emotional-alchemy-with-cg-artist-rui-huang/>

## CAREER SUMMARY

### **BUCK**

3D Artist | Jun 2021 to present

- 3D lighting, look dev and compositing artist. Worked on various projects including [Amazon 2023 Devices Event](#), [Google Pixel 6a](#), [Pinterest Predicts](#), [Supercell Animation](#), [Riot Games cinematic](#), [Meta Asgard's Warth 2 cinematic](#), [Apple iPhone introducing](#), [Airbnb AirCover](#), [Meta x Fendi 2022 AR](#), etc

### **MOCEAN**

Freelance Designer | 2020 to 2021

- Created animations for [Narcolepsy](#), a WebMD short which got into Doc la 2020

### **Imagine Dragons' animated video - Birds**

Background Artist | May 2019 to Jul 2019

- Designed backgrounds for the official music video, which has over 240 million views online

### **Five Currents - Taihu Show**

Stage lighting and look designer | May 2019 to Jul 2019

- Designed the stage lighting and look of the show by [Dragone](#).

### **J Paul Getty Museum - Getty Unshuttered**

Digital Designer | Aug 2019 to Dec 2019

- Designed the part of projection mapping contents for the Getty Center music lighting show

### **DRAGONEST**

Concept Artist | 2016 to 2017

- Created the concept arts for a game project

### **Chengdu Morefun**

Concept Artist | 2015 to 2016

### **Gameloft**

Environment Concept Artist | 2011 to 2015

- Designed the environment concept arts for various games, including [Assassin's Creed III](#), [The Amazing spider-man](#), [Wrath of the Titans](#), [Modern Combat 4](#), [Spider-Man: Ultimate Power](#), [Dungeon Gems](#), [Battle Odyssey](#) etc.

## SOFTWARE

- Maya with Vray
- Cinema 4D with Redshift
- Nuke
- Mari
- ZBrush
- Substance painter
- Substance designer
- Unreal Engine
- Gaea
- Adobe Software



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