

RUI HUANG

DIGITAL ARTIST

SKILLS

- Modeling & Lighting & Shading & Compositing
- Visual Development
- Motion Graphics
- Illustrations

EDUCATIONAL TRAINING

USC School of Cinematic Arts

Master of Animation and Digital Arts

Sichuan Fine Arts Institute

Bachelor of Arts

AWARDS

- Best Animation - Beaufort International Film Festival
- Best Animation - MIAMI short film festival
- Best of festival Animated Short - Richmond International film festival
- Best short - Long Beach International Film Festival
- Best Animation - LA Under the stars
- Best animation and Best picture - Los Angeles Film Awards
- Best Animation Short - Los Angeles Independent Film Festival Awards
- Winner - Los Angeles Animation Festival
- Gold Award - AEF 2021
- Best animation and Best cinematography - Moondance international film festival
- Award of Excellence - Accolade Global Film Competition
- 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
- 2020 IndieCade Nominee
- Yugo BAFTA Student Awards Shortlist
- 2022 Games For Change Awards: Best Student Game

PRESS

- <https://thenerdaily.com/rui-huang-hollyshorts-interview/>
- <https://www.thenewcurrent.co.uk/rui-huang>
- <http://voyagela.com/interview/check-rui-huangs-artwork/>
- <https://80.lv/articles/there-you-are-developing-process-behind-a-narrative-driven-game/>
- <https://www.filmcon.net/post/lafa-best-picture-and-best-animation-award-there-you-are>
- <https://take2indiereview.net/2021/09/there-you-are/>
- <https://occhimagazine.com/animation-director-rui-huang-discusses-her-film-there-you-are/>

CAREER SUMMARY

BUCK

3D Artist | Jun 2021 to present

- 3D artist, worked on [Brawl Stars Animation](#) for [Supercell](#), [Cartoon Network Animated shorts](#) on HBO Max, [Riot Games Lunar Revel 2023](#), [AirCover](#) for Airbnb, [Meta x Fendi 2022 AR](#), [Google Pixel 6a](#) etc.

MOCEAN

Freelance Designer | Aug 2020 to Sep 2020, Jun 2021

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

Purple Brain

Illustrator | Apr 2020 to May 2020

Imagine Dragons' animated video - Birds

Background Designer | Jun 2019 to Jul 2019

- Designed backgrounds for the music video, which has over 230 million views online

Five Currents - Taihu Show

Illustrator | Jun 2019 to Jul 2019

- illustrated the stage design of the show by [Dragone](#). The spectacle is staged in the magnificent 2000-seat Wuxi Taihu Show Theater and hailed as one of CNN's "buildings set to shape the world."

J Paul Getty Museum - Getty Unshuttered

Motion Graphic Designer | Aug 2019 to Dec 2019

- Designed the projection mapping contents for the Getty Center music show

DRAGONEST

Game Artist | Jul 2016 to Apr 2017

Morefun Online Technology

Game Artist | Oct 2015 to Jun 2016

Gameloft

Environment Concept Artist | Jul 2011 to Sep 2015

SOFTWARE

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



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