

RUI HUANG

LIGHTING AND LOOKDEV ARTIST

SKILLS

- Lighting & Texturing
- Modeling
- Compositing
- Visual Development
- Illustrations

EDUCATIONAL TRAINING

USC School of Cinematic Arts

Master of Animation and Digital Arts

Sichuan Fine Arts Institute

Bachelor of Arts

AWARDS

- Best Art - EVA PLAY 2021 DIGITAL, Argentina
- Best Student Game - 2022 Games For Change Awards
- 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 2021
- 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
- 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>
- <http://voyagela.com/interview/check-rui-huang-artwork/>
- <https://80.lv/articles/there-you-are-developing-process-behind-a-narrative-driven-game/>
- <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 lighting, look dev and compositing artist. Worked on [Brawl Stars Animation](#) for Supercell, [Cartoon Network](#) Animated shorts on HBO Max, [Riot Games](#) Lunar Revel 2023, Apple iPhone introducing, [AirCover](#) for Airbnb, Meta x Fendi 2022 AR, Google Pixel 6a etc.

MOCEAN

Freelance Designer | 2020 to 2021

- Created animations for [Narcolepsy](#), a WebMD short which got into Doc la 2020
- Participated the title sequences designs for the show What we do in the shadows

Imagine Dragons' animated video - Birds

Background Artist | May 2019 to Jul 2019

- Designed backgrounds for the Imagine Dragons' official music video, which has over 230 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](#). 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

Digital Designer | Aug 2019 to Dec 2019

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

DRAGONEST

Game Artist | 2016 to 2017

- Designed the environment concept arts

Gameloft

Game Artist | 2011 to 2015

- Designed the environment concept arts for various games

SOFTWARE

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



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