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979-676-6611

Technical Artist - Yinan Xiong

www.YinanXiong.com

EXPERIENCE

Technical Director / 3D Artist – Contract (Product Assets)

Apple @San Francisco Bay Area, USA　　　　　　　　　　8/2019 – now

- Wrote tools for lookdev/lighting in Python.
- Built and test Auto-Rigging system in Python and Created GUI with Qt.
- Light and Comp for asset points of interest.
- Look development for assets.

Compositor and Lighter – Freelance (Commercial)

The Mill, Psyop, and Brand New School @New York, USA　　　7/2018 – 6/2019

- Worked as a compositor in The Mill. Retouched footage and product images using techniques like Camera tracking, rotoscoping, etc. Ensured consistency of shots which required a fine appreciation of the color balance and overall look.
- Worked as a CG compositor and finalized several photorealistic spots in Psyop.
- Composited and lit several spots for the 2018 Google product launch in BNS. Responsible for the product display sequences of the Pixel 3, Home Hub, and Pixel Slate on the Google Store website.

Lighting TD / CG Generalist – Staff (Commercial)

Framestore @New York, USA　　　　　　　　　　　　8/2016 – 7/2018

- Participated in 18 commercial pieces and VR projects for different clients, rendered more than 100 shots with Arnold, Redshift, and Octane.
- Developed tools for Maya, Nuke, using Python to automate traditional manual tasks and improve pipeline workflow. Followed the instruction from supervisor and experimented R&D test in Unity with c#.

Compositor and Lighter – Freelance (Game Cinematic)

HouseSpecial LLC. @Portland, USA　　　　　　　　　　6/2016 – 8/2016

- Lit shots in Maya with Arnold renderer, and composited in Nuke. Worked on several shots in the EA cinematic "Plants vs Zombies".

Lighter / Compositor – Contract (Feature Animation Film)

Light Chaser Animation Studio @Beijing, China　　　　　6/2015 – 9/2015

- Lit shots in Katana and composited in Nuke for the Chinese feature animation "The Guardian Brothers".

Web Designer / Front-end Developer (Web)

Hujiang Online Foreign Language Education @Shanghai, China　7/2011 - 4/2012

- Designed and developed web pages on different topics for Hujiang. Conducted user demand analysis. Worked with R&D teams and managers to prioritize market needs. Front-end Development included using javascript/jQuery to build widgets and using Actionscript to make interactive flash animations.

TOOLS

3D	Maya, Unreal, Unity, Nuke, Cinema4D, Substance Designer/Painter, Quixel Mixer, Katana, 3Dmax, Mari, Mudbox, Zbrush, Houdini, Octane Standalone, (Renderer include: Arnold, Mentalray, Renderman, Octane, RedShift)
2D	Photoshop, Illustrator, CorelDRAW, Indesign, Painter, Flash, Dreamweaver, Premiere, Aftereffects, Final Cut Pro
Progra-mming	C#/C++, Python , WebGL, OpenGL, GLSL, Mel, Shell, RSL, Html, CSS, JavaScript, jQuery, Actionscript, SQL

EDUCATION

M.S. – Visualization (computer Graphics)

2014 – 2016　　　Texas A&M university

M.F.A. – Visualization (computer Graphics)

2013 – 2014　　　Texas A&M university