



Texturing, Lighting, 3D Look Dev Artist

LI YUE

LiYue3D@Outlook.com
www.LiYue3D.com

Creative, ever-learning, resourceful and dependable team player

Technical Skills:

Autodesk Maya
Arnold Renderer
Substance Painter
zBrush
Mari
Adobe AfterEffects
Adobe Photoshop
Nuke
Rhino 3D
(with Grasshopper)
3D Scanning
3D Printing
Adobe Premiere Pro
Final Cut Pro
Logic Pro
Illustration
Drawing
Painting

Soft Skills:

Detail-oriented
Adaptive creativity
Clear communications
Love for
troubleshooting
Analytical eye
Diligent craftsperson
Multi-disciplinarian
Bilingual
(Chinese and
English)

Notable Professional/Production Experience:

Worked on projects like *Made for Love* and *Guardians of the Galaxy Holiday Special*

Gradient Effects, 3D Generalist (Jan 2022 - Sep 2022)

From creating CG elements in maya to their integration in Nuke, I function as one the studio's 3D artists and part of the Gradient Effects team that delivers world-class visual effects for films, commercials and television series.

Head of Texturing, Head of Lighting, 3D Look Dev, and all-around trouble-shooter for *Her Escape* (Short Film)

I was responsible for developing the look (textures, shaders, lights and atmosphere) of the film that matched the 2D team and the director's vision. Additionally, I functioned as an all-around trouble-shooter, optimizer, and remained active throughout every stage of the production.

Snow Yunxue Fu Artist Studio, Studio Assistant (Internship, Summer 2017)

I worked with 3D artist Snow Fu on multiple of her projects, ranging from video projection installation to animating for her then developing piece.

Education:

Savannah College of Art and Design (SCAD), Master of Arts,
Animation. Degree obtained in 2021.

School of the Art Institute of Chicago (SAIC), Bachelor of Fine Arts,
emphasis in Animation, Merit Scholarship. Degree obtained in 2017.