

# LIGHTING-COMPOSITING ARTIST

## RUIAN WANG

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### EXPERIENCE

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#### StudioX (400A) – Academy of Art University

San Francisco, CA

##### Second Chance – Animated Short

Lead Lighting Artist

- Shots optimization
- Lighting and rendering
- Multi-pass compositing

##### All the Old Bells – Feature Film

Compositor

- Rig removal
- Paint outs
- Color correction

##### Me Time – Short Film

Compositor

- Tracking and match moving shots
- Clean plate paint outs

##### Star in the Desert – Short Film

Compositor

- Rotoscoping and keying
- Tracking and match moving
- Matte Painting integration

### SKILLS

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|-------------------------------|--------------------------|-----------------------------|
| ▪ CG lighting and rendering   | ▪ Multi-pass compositing | ▪ Tracking and match moving |
| ▪ Shots optimization          | ▪ Deep compositing       | ▪ Rotoscoping               |
| ▪ Assets organization         | ▪ Matte Painting         | ▪ Green/bluescreen keying   |
| ▪ Tools/scripts documentation | ▪ Color matching         | ▪ Rig removal               |
| ▪ CG texturing                | ▪ Paint out              | ▪ Screen replacement        |

### SOFTWARE

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|----------------------------|-----------------------|---------------------|
| ▪ Autodesk Maya            | ▪ Adobe Photoshop     | ▪ Substance Painter |
| ▪ Autodesk Arnold Renderer | ▪ Adobe After Effects | ▪ Headus UVLayout   |
| ▪ Chaos Group's V-Ray      | ▪ Foundry's Mari      | ▪ Boris FX's Mocha  |
| ▪ Foundry's Nuke           | ▪ Autodesk Mudbox     | ▪ PFTrack           |

### EDUCATION

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#### Academy of Art University

San Francisco, CA

School of Animation & Visual Effects

- Bachelor of Fine Arts, emphasis in Visual Effects Compositing