RUGUAN LIU
Technical Artist / Designer

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EDUCATION

Savannah College of Art and Design - Master of Art -Visual Effects *(2021-2022)*
North Carolina State University - Bachelor of Science - Mechanical Engineering *(2016-2020)*

EXPERIENCE

Technical Artist - UnrealEngine *(May 2021 – Jan 2022)*
Harvard University CamLab, Remote

Created pipeline regulation for team between CAD model to Unreal Engine.
Created Procedural model by Houdini and
Procedural texture the Hero Assets by Substance Designer and Substance Painter.
Optimize the game level to balance the art and performance.

3D Artist - VR *(Jan 2018 – Aug 2018)*
Einstein Studio, Remote

Designed and modeled various environment and digital assets with 3Ds Max and Unity Engine
Optimizing the scene to ensure their smooth running inside Oculus Go.

Graphic Design Intern *(May 2015 – Dec 2017)*
North Carolina State University (Global Engagement),Raleigh, NC

Create posters, brochures, and academic materials;
Shoot and edit event photos and produce commercial videos

PROJECT

Airport Visualization *(March 2018 – July 2018)*
Using Rhino for airport design, 3dsMax&Vray for modeling, texturing, and rendering
Optimizing render engine setting to render the tremendous amount of sequences in limited time
Using After Effects to composite, Photoshop, and Illustrator to display poster, sketching the storyboard
This project is selected for *Venice Architecture Biennale 2018,*
and honored first place in *FENTRESS GLOBAL CHALLENGE 2019*

SKILL

3D software: Houdini, Maya, 3ds Max, Zbrush, Substance Painter, Substance Designer
Game Engine: Unreal Engine,Unity
Programing Language: VEX, Python, HTML, CSS, Matlab
Composite: Nuke, After Effects
CAD design software: Alias, Rhino, Fusion 360, Solidwork
2D design: Illustrator, Photoshop
Render: Redshift, Octane, Vray, Arnold, Renderman
Video Production: Premiere Pro, Davinci Resolve