Rong(Rosy) Fu
CG Artist
LookDev, Surfacing, Lighting

rosyfu.art@gmail.com
www.rosyfuart.com/reel
1-(412)-897-2045

Education

Carnegie Mellon University   *(Fall 2021)*
Entertainment Technology Center (ETC)
Master of Entertainment Technology

Communication University of China *(Fall 2019)*
BE in Digital Media Technology
(Game Technology Direction)

Concordia University   *(Fall 2018)*
Game Design
(Overseas Study Tour)

Skills

3D Modeling	Digital Painting
Surfacing	Lighting/ Lookdev
Rendering	Maya Rigging
Photography	Concept Design
Video Editing	Shader & VFX

Software

Maya/ Xgen (Arnold/ Renderman)
ZBrush/ Blender
Adobe Photoshop/ Premier
Unity3D/ Unreal Engine 4
Substance Painter/ Designer
Mari/ Nuke/ Katana
Marvelous Designer/ Houdini
Procreate/ SAI/ Krita
Jira/ Perforce/ Confluence

Courses

Fine Art:
Figure Drawing/ Digital Art/ Visual Story
Tech Art:
Computer Graphics(C++)/ Visual Effects (hlsl)
Online Courses:
Maya Auto Rigging(PyMel, pyQt)/ Lookdev with Katana
Compositing in Nuke

Award

• **The AIAS Women In Scholarships**   *(2020)*

• **Jammers Choice**   *(2020)*

• **Tencent IndiePlay 2nd Place**   *(2019)*

Professional Experience

Hi-Rez Studios

Associate Character Artist   *(Fall 2021)*

• Worked on Character Surfacing, Modeling for Rogue Company

• Polished multiple in-house characters under supervision.

• Worked closely with the tech art team, concept art team, and lighting team to achieve character art final looks on time.

National High School Game Academy

3D Modeling Instructor   *(Summer 2020)*

• Delivered lectures on 3d art: modeling/ Xgen in Maya, digital sculpture in ZBrush, and look development in Substance Painter.

• Created and delivered four 3D workshops and supplemental learning documents for students.

Academic Projects

3D Pipeline Research (Ziva VFX, Real-time Character)
Independent Study Project with ETC professor, CMU (Fall 2020)
Responsible for 3D Character & Environment, Texturing, Concept Art

• Explored Ziva VFX pipeline as a 3D artist.

• Studied anatomy, digital skeleton, and muscle systems digital sculpting, - Realistic character modeling, look development, rigging.

Year-long Animation Studio (Real-time short film)
ETC, Carnegie Mellon University   *(Spring & Fall 2020)*

(Pittsburgh Independent Film Festival, SE Pennsylvania Teen Filmmakers Showcase Selected) - Responsible for 3D Character Art, Animating, Concept Art, Storyboard - Made a short animated film about an arid desert that was revived with the help of a Native American nature spirit.

• Worked on a stylized short animated film adapting Chinese legend - Rendered with UnrealEngine.

• Designed, illustrated, modeled, textured, and rigged 3d characters.

Building Virtual Worlds (VR/AR/PC Game Production)
ETC, Carnegie Mellon University   *(Fall 2019)*

• Responsible for 3D Art, Producing

• Designed and created 3D and 2D assets for five interactive experiences on ARNR/ Kinect platforms (Jam ODrum, Magic Leap, HTC Vive, Oculus Rift, and Phidgets).