



Richard Duan

3D & CG Artist



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EDUCATION

CHAPMAN UNIVERSITY

2014 - 2018

ORANGE, CA | BFA DIGITAL ARTS, VFX EMPHASIS
MINOR IN COMPUTER SCIENCE

WORK EXPERIENCE

BARNSTORM

MAR 2023 - AUG 2023

COMPOSITOR - BURBANK, CA

- Worked as a compositor for TV shows streaming on Apple TV and Amazon Prime
- Duties included blue-screen keying, object removal, matchmoving, relighting, etc.
- Helped in establishing hero looks and treatments for sequences.

ROOSTERTEETH

JUL 2020 - MAR 2023

LEAD VIS-POST ARTIST - AUSTIN, TX (FULL REMOTE)

- Started as Senior level artist before transitioning to a Lead position.
- Responsibilities included Lighting, Compositing, scripting python for Nuke tools, R&D looks for Compositing, Shot Assignments, and Dailies review.

INGENUITY STUDIOS

JULY 2018 - APR 2020

COMPOSITOR - LOS ANGELES, CA

- Assisted with compositing on TV shows, features, and music videos.
- Duties included beauty work, object removal, roto, keying, and match-moving.
- Prior experience in compositing allowed for quick integration into the team. Was able to jump into intensive overtime on quick turnaround projects after only a few days of training.

EMBER LABS

JAN 2017 - JUNE 2017

VISUAL EFFECTS INTERN - ORANGE, CA

- Provide generalist assistance on various projects.
- Responsibility ranged from live action compositing to work on 3D pipeline, layout, lighting, and rendering in V-Ray.
- Flexible generalist skillset allowed fluid integration with the rest of the team for tackling a wide variety of projects.

SOFTWARE

3D

Maya
3DS Max
Zbrush
V-Ray
Redshift
Substance Painter

DESIGN

After Effects
Nuke
Premiere Pro
Photoshop
Davinci Resolve

OTHER

Shotgrid
Python
Java



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