

Richard Duan 3D & CG Artist



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AWARDS

- CHAPMAN'S CHANCELLOR SCHOLARSHIP
- AMD STUDIO'S 2017 PITCH FEST WINNER
- DODGE COLLEGE'S DA NIGHT "BEST IN VFX"

EDUCATION

CHAPMAN UNIVERSITY

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

2014 - 2018

WORK EXPERIENCE

ROOSTERTEETH

DEC 2018 - CURRENT

COMPOSITOR (FREELANCE) - AUSTIN, TX

- Assisted with compositing on webseries, "Gen-Lock"
- Responsibilities included 3D compositing, render troubleshooting, and compositing cell-shaded CG.
- Prior 3D experience allowed for versatile workflow in an all CG pipeline.
 Knowledge of both live-action shortcuts and 3D pipeline helped during the creation of toolsets and effects.

INGENUITY STUDIOS

JULY 2018 - APR 2021

COMPOSITOR (FREELANCE) - 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.

WOLVERINE VFX

JUNE 2017 - AUG 2017

COMPOSITING INTERNSHIP - LOS ANGELES, CA

- Assisted with compositing on TV shows such as Nashville as well as several Netflix projects.
- Provided unique skill sets in terms of 3DCG knowledge to the team.
 Assisted in 3D compositing as well as allowing exploration of 3D motion graphics and pre-visualisations.

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

MAYA				MOCHA PRO			С
3DS MAX		0	0	SHOTGUN			C
ZBRUSH			0	PFTRACK			
NUKE				V-RAY			C
AFTER EFFECTS	REDSHIFT	REDSHIFT		0	C		
		0	0			0	C