



Richard Duan

3D & CG Artist



WWW.RICHARDDUAN.COM



RDUAN.CINEMA@GMAIL.COM



WWW.ARTSTATION.COM/RICHARDD1



WWW.LINKEDIN.COM/IN/RICHARD-DUAN



[HTTPS://VIMEO.COM/277833457](https://VIMEO.COM/277833457)

EDUCATION

CHAPMAN UNIVERSITY

2014 - 2018

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

GEORGIA INSTITUTE OF TECHNOLOGY

2024 - NOW

ATLANTA, GA | MS COMPUTER SCIENCE

WORK EXPERIENCE

LAYER MEDIA

OCT 2024 - AUG 2025

COMPOSITOR - SAN DIEGO, CA (FULL REMOTE)

- Worked as a compositor for a TV show streaming on Paramount.
- Duties included working with cell-animation to add digital effects and post-processing.
- Helped in establishing hero looks and treatments for sequences.

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.

SOFTWARE

3D

Maya
3DS Max
Zbrush
V-Ray
Redshift
Substance Painter

DESIGN

After Effects
Nuke
Premiere Pro
Photoshop
Davinci Resolve

OTHER

Shotgrid
Python
Java

Richard Duan

rduan.cinema@gmail.com • <https://www.linkedin.com/in/richard-duan/>

Portfolio: <https://www.richardduan.com>

Richard Duan is a CG Artist with experience in both live action as well as animation. Boasting familiarity and experience with all parts of the production pipeline with specialization in Lighting and Compositing. He has experience as a Senior/Lead role on teams as well as has knowledge of tool creation and scripting for compositing.

WORK EXPERIENCE

Layer Media, Redwood City, CA

Compositor

October 2024 - August 2025

- Worked as a compositor for a TV show streaming on Paramount.
- Helped in establishing hero templates and treatments for sequences. Main software used was After Effects.

Barnstorm VFX, Burbank, CA

Compositor

March 2023 - August 2023

- Worked as a compositor for TV shows streaming on Apple TV and Amazon Prime.
- Duties included blue-screen keying, object removal, match moving, rotoscoping, etc.
- Helped in establishing hero templates and treatments for sequences. Main software used was Nuke.

Rooster Teeth Animations, Austin, TX

Lead Viz-Post Artist

July 2020 – March 2023

- Started as a senior level artist before transitioning to a lead position a year in.
- Responsibilities included lighting, rendering, compositing, scripting Python for Nuke tools, R&D looks for compositing, shot assignments, and Dailies review.
- Provided help and guidance for junior team members. Pitched and setup detailed group review sessions to help consolidate pipeline knowledge for the team.

Ingenuity Studios, Los Angeles, CA

Compositor

July 2018 - April 2020

- Worked as a compositor on TV shows, features, and music videos.
- Duties included beauty alteration, object removal, rotoscoping, keying, and match moving.
- Prior experience in compositing allowed for quick integration into the team. Main software used was Nuke.

EDUCATION

Chapman University [2014-2018]

BFA in Digital Arts (Visual Effects Emphasis), Minor in Computer Science, 3.6 GPA

Georgia Institute of Technology [2024-Current]

MS in Computer Science