



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

WORK EXPERIENCE

ROOSTERTEETH

JUL 2020 - MAR 2023

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

- Started as Senior level artist before transitioning to a Lead for RWBY 9.
- Responsibilities included Lighting, Compositing, scripting python for Nuke tools, R&D looks for Compositing, Shot Assignments, and Dailies review.

ROOSTERTEETH

DEC 2018 - APR 2019

COMPOSITOR - 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 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