

# Rong(Rosy) Fu

## CG Artist

LookDev, Surfacing, Lighting

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## 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

Rendering

Video Editing

Digital Painting

Rigging

Shader & VFX

Surfacing

Photography

Tools dev

Lighting/ Lookdev

Concept Design

Optimization

## Software

Maya/ Xgen (Arnold/ Renderman)

Adobe Photoshop/ Premier

Substance Painter/ Designer

Marvelous Designer/ Houdini

Jira/ Perforce/ Confluence

ZBrush/ Blender

Unity3D/ Unreal Engine 4

Mari/ Nuke/ Katana

Procreate/ SAI/ Krita

## Courses

### Fine Art:

Figure Drawing/ Digital Art/ Oil Painting

### Tech Art:

Computer Graphics(C++)/ Visual Effects (hls)

### Online Courses:

Maya Auto Rigging(PyMel, PyQt)/ Houdini 2/ Katana& Nuke compositing

## Award

• The AIAS Women In Scholarships

(2020)

• Jammers Choice

(2020)

• Tencent IndiePlay 2nd Place

(2019)

# Professional Experience

## Naughty Dog Inc

**Technical Artist**

(Summer 2022)

**Associate Technical Artist**

(Winter 2021)

- In charge of character and bg shader for **Last of Us, Part 1**
- Worked closely with character art team, background team, and lighting team on shader coding and art optimization.

## Hi-Rez Studios

**Associate Character Artist**

(Fall 2021)

- Worked on Character Surfacing 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
- Worked on a stylized short animated film adapting Chinese legend. Rendered with Unreal Engine.
- 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).