

Rong(Rosy) Fu

Technical 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

Professional Experience

Naughty Dog Inc

Technical Artist

(Winter 2021)

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

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 3D workshops: modeling/ Xgen in Maya, digital sculpture in ZBrush, and look development in Substance Painter.

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 AR/VR/ Kinect platforms (Jam ODrum, Magic Leap, HTC Vive, Oculus Rift, and Phidgets).

Award

- **The AIAS Women In Scholarships** **(2020)**
- **Jammers Choice** **(2020)**
- **Tencent IndiePlay 2nd Place** **(2019)**