

# Rong Fu: 3D/Character Artist

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## Education

### Carnegie Mellon University

Entertainment Technology Center (ETC)  
Pittsburgh, PA, May 2021

Master of Entertainment Technology

### Communication University of China

Beijing, China, Jun 2019  
BE in Digital Media Technology  
(Game Technology Direction)

### Concordia University

Montreal, Canada, July 2018  
Game Design  
(Overseas Study Tour)

## Skills

3D Modeling  
Digital Painting  
Digital Sculpture  
Texture & Material  
Lighting  
Rendering  
Posing  
Photography  
Concept Design  
Graphic Design  
Film-making  
Shader & VFX  
Producer

## Software

Maya/Xgen/Arnold/Ziva  
ZBrush/Blender  
Adobe Photoshop/Premier  
Unity3D/Unreal 4 Engine  
Substance Painter/ Designer  
Shader Graph (Unity)  
Procreate/SAI/Krita  
3D Coat/Mari

## Courses

Fine Art:  
Figure Drawing/ Digital Art/ Visual Story  
Tech Art:  
Computer Graphics/ Visual Effects  
Online Courses:  
Creating Advanced Cinematic Character  
Modeling Next-Gen Real-time Rendered  
Character  
Building Scene in Unreal 4  
Linux Fundamentals

## Professional Experience

### National High School Game Academy - 3D Modeling Instructor

Pittsburgh, 2020

- Delivered lectures of 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 document 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 Animated short film)

ETC, Carnegie Mellon University, spring 2020 - Present

(Pittsburgh Independent Film Festival, SE Pennsylvania Teen Filmmakers Showcase Selected)

- Responsible for 3D Character Art, Animating, Concept Art, Storyboard
- Made a short animated film about an arid desert that was revived with the help of a Native American nature spirit.
- Currently working on a stylized short animated film adapting Chinese legend
- Rendered with Unreal Engine.
- Designed, illustrated and 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 O'Drum, Magic Leap, HTC Vive, Oculus Rift and Phidgets).

## Award

### The AIAS Women In Scholarships 2020/2021

Academy of Interactive Arts & Science, Intel

### Jammers Choice 2020

Global Game Jam, Pittsburgh

### Tencent IndiePlay 2nd Place 2019

National Game Competition, China