

# Jingjing Fang

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## EDUCATION

### Gnomon School of Visual Effects

*Game Production*

Jan 2023

### University of California, Los Angeles (UCLA)

*Master of Architecture and Digital Entertainment*

Aug 2021 - Sep 2022

### Hefei University of Technology

*Bachelor of Architecture*

Sep 2016 - Jun 2021

## PROFESSIONAL SKILLS

- **Game Engines:** Unreal Engine 4 & 5, Unity, Cinema 4D, Unreal Blueprint, Redshift
- **3D Modeling & Texturing:** Autodesk Maya, 3D Max, Rhino, SketchUp, Substance Painter, Quixel Mixer
- **Concept Art & Motion Graphics:** Adobe Photoshop, Procreate, Nuke, SAI v.2, hand-drawing, digital drawing
- **Video Editing & Animation:** Premiere Pro, After Effects
- **Scene Design & Lighting:** UE5 lighting setups, camera path, and motion design for cinematography
- **Other Tools:** Agisoft Metashape, Capture Reality, AutoCAD, Blender

## WORKING EXPERIENCE

### LULU AR

*Real-time Unreal Engine Artist*

Sep 2023 - Present

- Developed Unreal Engine environment art and visual effects for The Masked Singer Seasons 10 and 11, utilizing virtual production tools to enhance real-time visuals, resulting in high-quality broadcasts.
- Modeled 3D assets and optimized them for virtual production, improving performance and reducing render times during live production workflows.
- Collaborated with cross-functional teams, including producers and engineers, to ensure seamless integration of virtual assets, contributing to the efficient execution of the show's visual effects pipeline.

### RETINA IMAGEWORKS

*Virtual World Builder*

Sep 2022 - Sep 2023

- Created detailed VFX, 3D models, and textures for The Wandering Earth 2, ensuring high fidelity and visual accuracy within Unreal Engine to meet cinematic quality standards.
- Collaborated with art directors and technical teams to optimize assets, improving performance across scenes with large-scale environments.
- Managed the implementation and layout of interactive objects, ensuring proper functioning and smooth user experience in dynamic environments.

### FLASHAI

*NFT Art Designer*

Mar 2023 - Sep 2023

- Designed and developed NFT assets for the Metaverse community, integrating 3D modeling and texturing workflows to create visually appealing and marketable digital art.
- Optimized NFTs for efficient rendering in virtual spaces, reducing file size without compromising visual quality.
- Collaborated closely with blockchain engineers to ensure seamless minting processes and improved asset transfer speeds.

### Freelance

*Level Designer*

Oct 2022 - Present

- Designed and built UE5 worlds, focusing on level layout, interactive objects, and environmental storytelling for OfficeImagination, enhancing user engagement through immersive experiences.
- Developed concept designs and 3D assets, integrating them into the UE5 pipeline to ensure smooth, real-time performance during user interactions.

### OFFICEUNTITLED

*Junior Designer*

Sep 2022 - Feb 2023

- Created animations, 3D models, and graphic designs for various client projects, improving project delivery times by streamlining the design-to-production workflow.
- Rendered high-quality visual content for advertising campaigns, enhancing brand visibility and increasing client engagement.

### SELENEE

*Virtual Designer*

Sep 2022 - Aug 2022

- Built virtual worlds with detailed scene design and lighting setups, ensuring realistic visual effects for user immersion in interactive experiences.
- Designed and implemented lighting schemes that improved visual appeal and performance, reducing lag in dynamic lighting scenarios.

## AWARDS

Winner - International Independent Awards (Jun 2024), Winner - Indie Short Fest (May 2024), Third Prize - 2020 CADA International Conceptual Art Design (Mar 2020), Third Prize - The Innovation Future Design Competition (Jun 2019), International Independent Film Awards (PixelTide) - Award Winner, Indie Short Fest (PixelTide) - Award Winner, NewFilmmakers NY (PixelTide) - Selected, Independent Shorts Awards (Motion from Graphic) - Finalist