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Yinan Xiong

www.YinanXiong.com

EXPERIENCE

Pipeline Developer / 3D Artist

Pro-Unlimited (on site at Apple) @San Francisco Bay Area, USA   8/2019 – 3/2023

- Developed CG core pipeline tools for industry standard DCC applications and production management software. Designed and prototyped GUI interface to optimize user experience. Tools included: Launcher, Loader, Scene Manager, Publisher, Work File Manager, etc.
- Tested, debugged, and documented tools in a constantly evolving environment.
- Wrote tools for LookDev/lighting, refactored multiple tools in different pipeline steps.
- Built and test Auto-Rigging system in Python and Created GUI with Qt.
- Light and Comp for asset points of interest and look development for assets.

Lighting TD / CG Generalist (Commercial)

Framestore @New York, USA   8/2016 – 7/2018

- Developed tools for Maya, Nuke, using Python to automate traditional manual tasks and improve pipeline workflow. Followed the instruction from supervisor and experimented R&D test in Unity with c#.
- Participated in 18 commercial pieces and VR projects for different clients, rendered more than 100 shots with Arnold, Redshift, and Octane.

Lighter and Compositor – Freelance (Commercial / Game Cinematic / Feature Animation Film)

The Mill, Psyop & Brand New School @New York, USA   7/2018 – 6/2019
HouseSpecial LLC. @Portland, USA   6/2016 – 8/2016
Light Chaser Animation Studio @Beijing, China   6/2015 – 9/2015

- Worked as a compositor in The Mill. Retouched footage and product images using techniques like Camera tracking, rotoscoping, etc. Ensured consistency of shots which required a fine appreciation of the color balance and overall look.
- Worked as a CG compositor and finalized several photorealistic spots in Psyop.
- Composited and lit several spots for the 2018 Google product launch in BNS. Responsible for the product display sequences of the Pixel 3, Home Hub, and Pixel Slate on the Google Store website.
- Lit shots in Maya with Arnold renderer and composited in Nuke. Worked on several shots in the EA cinematic "Plants vs Zombies".
- Lit shots in Katana and composited in Nuke for the Chinese feature animation "The Guardian Brothers".

Web Designer / Front-end Developer (Web)

Hujiang Online Foreign Language Education @Shanghai, China   7/2011 - 4/2012

- Designed and developed web pages on different topics for Hujiang. Conducted user demand analysis. Worked with R&D teams and managers to prioritize market needs. Front-end Development included using javascript/jQuery to build widgets and using Actionscript to make interactive flash animations.

TOOLS

3D	Maya, Unreal, Unity, Nuke, Cinema4D, Substance Designer/Painter, Quixel Mixer, Katana, 3Dmax, Mari, Mudbox, Zbrush, Houdini, Octane Standalone, (Renderer include: Arnold, Vray, Mentalray, Renderman, Octane, RedShift)
2D	Photoshop, Illustrator, Indesign, Premiere, Aftereffects, Final Cut Pro
Progra-mming	Python, Qt, C#/C++, WebGL, OpenGL, GLSL, Mel, Shell, RSL, Html, CSS, JavaScript, jQuery, Actionscript, SQL

EDUCATION

M.S. – Visualization (computer Graphics)
2014 – 2016   Texas A&M university
M.F.A. – Visualization (computer Graphics)
2013 – 2014   Texas A&M university