

LINKS

Portfolio	https://www.fangjingjingart.com/
Demo reel	https://youtu.be/U8QYN6qOWvo
Artstation	https://jingjingfang.artstation.com/
LinkedIn	https://www.linkedin.com/in/jingjing-fang-b1938822a/

EXPERIENCE

08 2023- CURRENT	Unreal Engine Artist LULU AR Environment art, 3d modeling, Vfx, Shaders, animation for the TV show MASKED SINGER SEASON10&11
09 2022- CURRENT	3D environment artist RETINA IMAGEWORKS VFX, 3D modeling, texturing for THE WANDERING EARTH 2
03 2023- 08 2023	3D Artist FLASHAI 3D modeling, texturing, UE5 animation
10 2022- CURRENT	UE5 Artist Freelance UE5 Animation, footage, concept design for OFFICEIMINATION
09 2022- 02 2023	Junior Designer OFFICEUNTITLED Architecture visualization, Graphic Design ,Architecture modeling
09 2022- 08-2022	Contract Environment Artist SELENEE Physical stage building, Architecture environment Design, Lighting, Rendering

EDUCATION

01 2023-	Gnomon School of Visual Effect, Games + Animation Digital Production
08 2021- 09-2022	University of California, Los Angeles (UCLA) Master of Architecture and Urban design, Entertainment Studio
09 2016- 06-2021	Hefei University of Technology (HFUT) Bachelor of Architecture

AWARDS

01 2020	ITCD International Fashion Culture Design Competition Shortlisted
03 2020	2020 CADA International Conceptual Art Design Third prize 2020
06 2019	The Innovation Future Design Competition Third prize

SKILLS

Environment Design/ 3d Skills

Expertly expressing ideas through **hand-drawn sketches, storyboards**
Rdesigning and building **3D environments** that align with the project's artistic vision.
Proficiency in creating **3D models and textures** for objects, and environments.

Unreal engine Skills

Familiarity with shader programming in **material editor** to create custom visual effects.
Proficiency in designing and implementing **particle systems** for special effects,
such as fire, smoke, or explosions.
A deep understanding of its **blueprints**, and its visual scripting system
to bring interactivity to scenes and objects.
Knowledge of performance **optimization techniques** to ensure the game or simulation
runs smoothly on a variety of hardware configurations.

Lighting / Rendering/ Previs art

Layout assets with camera path for cinematography and film videos in UE5
Skill in setting up and adjusting lighting to achieve realistic or artistic effects
within the game or simulation.
Creating photograph quality rendering, animations and VR products.

CONTACT

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REFERENCE

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HAN CAO
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SOFTWARE

3dModeling
Autodesk Maya
Sketch Up
Rhino
3D Max
Revit

Lighting& Rendering
Unreal Engine 4&5
Cinema 4D
Vary
Lumion/Enscape

Compositing
Adobe Photoshop
Nuke

Video Editing
Pemiere Pro
AfterEffects

Texturing
Substance Painter
Quixel Mixer

Image Editing
Adobe Photoshop
Procreate
SAi v.2

Other
Agisoft Metashape
Capture Reality
Auto Cad
Blender