

**RUOYU LI Creative VFX GENERALIST**

**East Coast**  
1253 Pinchot Pl  
Bronx. NY 10461

**West Coast**  
345 S new Hampshire Ave APT 203  
Los Angeles CA 90020

**Education:**

Cooper Union School of art.Class of 2005  
Bronx High School of Science.Class of 2001

**Work Experience:**

**Freelance 2009-present**

Frameworks  
ArtifactLA  
TiltShift  
Gentleman Scholar  
Arsenal  
Bosa Visuals  
Evil Eye Pictures  
Buck  
Timber  
Logan  
WeAreRoyale  
PictureshopVFX  
Digital Giant  
Artjail  
EncoreVFX  
BIGBLOCKLA

>LoremIpsum Corp  
AtreryVFX  
Mirada  
uvphactory  
humble  
hogarth  
Visual Goodness  
1stavemachine  
Vito Acconci  
Timhunterdesign  
LAIR  
TagCreative  
D4Creative

**February 2008 to July 2009**

3D artist at Tronic studio  
[www.tronicstudio.com](http://www.tronicstudio.com)  
Responsibilities included modeling, texture, lighting, animation, composite and live action supervision on various CG commercial campaigns

**November 2007 - Feb 2008**

3D artist at EYEBALLNYC  
Responsibilities included pitch, design, and production on various national commercial spots. Other contribution includes streamlining in house workflow and indexing production assets.

**March 2006 - May 2007**

Junior production artist / Marketing designer at IOMEDIA  
[website.io-medialabs.com](http://website.io-medialabs.com)  
Responsibility included various post production tasks, including editing (HD and SD), compositing, rotoscoping, green screen shooting, keying, time lapses, effects simulations with Reelflow. Other contributions includes redesigning company website. Designing marketing collaterals, and soliciting new business.

**June 2004 - July 2005**

Marketing person at Kisscathcart architects  
[www.kisscathcart.com](http://www.kisscathcart.com)  
Responsibility included designing marketing collaterals, website maintenance, site photography, render mockup and translation of marketing material for overseas.

**Technical Skills:**

**3D**

3D Studio Max / Vray  
MAYA  
Python  
FumeFX/KRACKATOA  
zbrush  
Reelflow  
Syntheyes / PFtrack

**2D**

Nuke  
Adobe Creative Suite  
Final Cut Pro