



RUI CUI

LIGHTING ARTIST | LOOK DEV ARTIST | 3D GENERALIST

ZIRUICUI.COM

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SKILLS

Lighting
Look Development
Texturing
Modeling
Shading
Layout Design
Realtime Rendering
FX Creation

SOFTWARES

Maya
Unreal Engine 5
Arnold
Renderman
Redshift
Substance Painter
Houdini
Nuke
DaVinci Resolve
Adobe Premiere Pro
Adobe Photoshop
Adobe Lightroom

AWARDS

Academic Honors Graduate School
(2020 – 2023)
SCAD Achievement Graduate School
(2020 – 2023)
Dean's List
(2017)

EDUCATION

MFA, The Savannah Collage of Art and Design, Savannah, GA

September 2020 — Present

- Major in Visual Effects

BA, Miami University of Ohio, Oxford, OH

August 2016 — May 2020

- Major in Interactive Media Studies - Game Design
- Minor in 2D Media Studies

INTERSHIPS

Intern at Framestore, Culver City, CA

June 2019 — August 2019

- Built up the overall lighting environment for the scene in Maya.
- Modeled environment assets based on the request.
- Adjusted the light use based on the required mood and instructions.
- Utilized overall light source in the scene to save rendering time.
- Increased understanding of the overall workflow in production.

Lighting & 3D Generalist Intern at David Yurman, Remote

June 2023 — September 2023

- Record and arrange the frame range for each shot based on the boardomatic.
- Set dressed the scene based on the reference provided and the instructions.
- Built up the lighting preview for each shot in Maya based on the instructions.
- Created the camera movement based on the boardomatic and the instructions.
- Created and modified materials for all assets in the scene.
- Assisted the Lighting Lead in organizing each shot's render layers.

PROJECT EXPERIENCE

Harbor Picture x SCAD Collaboration Project (Men's Cologne Commercial)

January 2023 — March 2023

- Created the storyboard for the project.
- Created glass material for the cologne bottle in UE5 using Path Tracer.
- Calculated the real-world scale during scene creation.
- Used Fog to help create depth at the background mountain.
- Used Sequencer to make the previsualization based on the storyboard.
- Fixed the broken edge on the bottle and the texture repetition issue on the background mountain.