

## **Yibing Jiang**

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Areas of Specialization: Real-time Shading, Look Dev, Matte Painting, Texture Painting, Zbrush Sculpting, OpenGL, HLSL, Rigging, Animation.

## **Experience**

Dec 2016 - Present

Technical Art Supervisor

Oct 2012 - Nov 2016

Shading Artist- Naughty Dog

In charge of Shading for all the characters: Skin, Hair, Eyes, Fabrics, etc, for Uncharted 4 on PlayStation 4

Mar 2012- October 2012

Look Development Artist- Walt Disney Animation Studios

Working on assignments for character and sets shading and texturing, including skin, fur, hair, cloth, and hard surface.

Look Development and lighting technical support for Wreck It Ralph.

Oct 2011 ~ Mar 2012

Senior Shading Artist - Ready at Dawn Studios

I was in charge of all the globe materials for the game and working with programmers to build up the real-time render shading pipeline for The Order: 1886 on PlayStation 4.

Jul 2011 ~ Oct 2011

Technical Director (Shading) - Pixar Animation Studios

Jul 2010 ~ Jul 2011

Technical Director Resident (Shading) - Pixar Animation Studios

I was a Shading Technical Director in Monsters University Sets team and Cars 2 Sets team, using 3d painting and shading tools to create shaders for Renderman based shading pipeline.

Cars2:

Paris shot - Shaded all the buildings in this shots  
Porto Corsa shot - Shaded all the Misc\_tall buildings, Misc\_village buildings,  
all the churches, all the  
hotels and the castle in fly though shot.

London shot - London Aquarium and Westminster bridge.

Monster University:

I was responsible for Mike's props and working on globe materials setup for  
dust, wood, metal, plastic, cardboard boxes, oil paints and tree trunks.

## **Before Graduation:**

Sep 2009 ~ Dec 2009

Matte Painting Mentorship Program - Dreamworks PDI

Learning the skills that required for matte painting: value, color, lighting,  
texturing and camera setup.

Jun 2009 ~ Aug 2009

Summer Associate (Texture Artist) - Walt Disney Animation Studios

I was responsible for the character shading and texturing for animated short -  
Pinocchio's Peckish Pest.

Jan 2009 ~ Dec 2009

Lab assistant - School of Visual Arts MFA Computer Art Department

I was responsible for helping other students to solve the hardware and software  
problems.

Oct 2005 ~ Dec 2005

Worked on Wuhan University of Technology's Electronic Map

- Interface Design, Scripting and Debugging, Collaborated with four people

Oct 2002 ~ Jul 2004 Web Designer and Web Maintenance in School of Automation -  
Wuhan

University of Technology

## **Education**

Master of Fine Art	Sep 2008 ~ May 2010	Computer Art	School of Visual Arts
Master of Engineering	Sep 2005 ~ Jun 2008	Pattern Recognition and Intelligent System	Wuhan University of Technology
Bachelor of Engineering	Sep 2001 ~ Jul 2005	Automation	Wuhan University of

**Awards/Honors**

Apr 2008 MFA Computer Art Scholarship - School of Visual Arts

Dec 2007 Wuhan Putian Top Scholarship

Oct 2007 Excellent Postgraduate Student - Wuhan University of Technology

Oct 2006 2nd place for Pepsi China Flash Animation Competition(Jay Chou's Trip to

Ancient Egypt)

May 2006 Nominated for Best Flash Animation for 2nd Annual China International Academy

Original Animation & Cartoon Competition (20 Years Old)

Jun 2005 Excellent Undergraduate Student of Wuhan University of Technology

Jun 2005 Excellent Undergraduate Dissertation of Hubei Province

Oct 2004 Recommended for Graduate Study without the Graduate Entrance Examination

and with Full Scholarship - Wuhan University of Technology

Jan 2004 Software Design Award for Microsoft Imagine Cup in Hubei Province Undergraduate Groups.

Dec 2003 2nd place in China Undergraduate Mathematical Contest in Modeling

Sep 2001 Recommended for Undergraduate Study without the University Entrance Examination and with Full Scholarship - Wuhan University of Technology