



# Yang Liu

📍 Los Angeles 📞 (213)-221-9439 ✉️ Yang@yang-liu.net

## LINKS

- <https://www.yang-liu.net>

## WORK HISTORY

**CINEMATIC LIGHTING ARTIST** *04/2021 to CURRENT*

### Naughty Dog

- Responsible for lighting in-game cutscenes.
- Collaborating with artists across all departments to achieve high quality in-game graphics, and solve technical challenges for cinematics.
- Working closely with game director, art director and leads to create mood and convert concepts into in-game visuals.

**LIGHTING ARTIST/GENERALIST** *05/2019 to 04/2021*

### Freelance

**MOTION GRAPHICS ARTIST** *01/2014 to 04/2019*

### Laundry

## EDUCATION

**Master of Fine Arts/Bachelor of Arts** *2013*  
**USC School of Cinematic Arts**

## ADDITIONAL INFORMATION

Permanent Resident in the United States of America.

## SKILLS

- |                  |              |
|------------------|--------------|
| Modeling         | Maya         |
| Look Development | Cinema4D     |
| Lighting         | Mari         |
| Compositing      | Zbrush       |
| Motion Graphics  | Unity/Unreal |