

Matthew Yang

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EXPERIENCE

3D Film (The Day We Flew) — 3D Artist

September 2024 - May 2025

Collaborated with a team of 10 people working as a technical artist as well as a social liaison.

Designed, modeled and textured over 30+ subdivision ready 3D assets for background environment and close up shots.

Executed the final lighting for 12 key cinematic shots using both Unreal Engine and Houdini.

Finalized 12 shots by contributing to compositing, color grading and adding post-production effects.

2D Film (Baklava) — Production Assistant

February 2022 - September 2022

Increased productivity and team morale by acting as a liaison between leadership and animators, by smoothing communication.

Managed schedules of a team of 10 animators.

PROJECTS

2K Games — Graduate Technical Artist Candidate

January 2026 - March 2026

Using Python, I wrote a script for a binary search algorithm.

Diagnosed and fixed animation blueprint issues in Unreal Engine 5.

Created a dissolve shader with controllable global parameters.

Added lean to animations using blend shapes and state machines in Unreal Engine 5.

EDUCATION

Savannah College of Art and Design — BFA. Animation

September 2023 - May 2025

SOFTWARE

Unreal Engine 5

Zbrush

Maya

Substance 3D Painter

Houdini

Nuke

After Effects

Photoshop

Python

LANGUAGES

English, Chinese