

BRANDON 'BOYANG' YU

brandonyu.art

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Los Angeles, CA

I am a Character Effects and Digital Garment Tailoring specialist. with production experience including Zootopia 2 and unannounced feature film from Sunrise Animation. In addition to my 3D skills, I am pursuing a certification in Software Engineering, with a focus on the Python scripting language. Please check out my website for my works: brandonyu.art

Demo Reel Password: simMagic

WORK

EXPERIENCE

Sunrise Animation Studios Remote

Garment Tailoring Artist

Oct 2025 - Present

- Garment asset Modeling for upcoming feature film
- Build pipeline tools and workflows that bridge modeling, tailoring, and CFX.
- Develop Houdini cloth sim-rigs driven by garment data exported from Marvelous Designer, preparing and optimizing assets for Vellum simulation.

Walt Disney Animation Studios Burbank, CA

Character Technical Director Apprentice

June 2025 - Sept 2025

- Technical animation on Zootopia 2

Character Technical Director Trainee

Feb 2025 - June 2025

- Trained with tools and disciplines on cloth, hair, and muscle simulations

Marvelous Designer - CLO Virtual Fashion Inc. Culver City, CA

3D Generalist / Community Manager

July 2021 - Feb 2025

- Design and Creation for MD promotional materials as a in house 3D Generalist
- Trainer for corporate trainings, Studio and School tours speaker, and online seminars
- Published Articles for SIGGRAPH 2022 Sponsor Blog and Nvidia Omniverse workflow Blog
- Guest speaker at Unreal Fest Shanghai 2024 and ZBrush Summit 2023

Revenant TV Remote

Freelance Character FX Artist

Apr, July 2022 & July 2023

- Oakley Future Genesis Trailer (2023) - All cloth simulations
- Iron Sail Trailer (2022) - Worked on zipper zip-up effect
- Safia Water Commercial - Modeling and Simulation for character's dress dancing under water

Blue Sky Studios Remote

Character Simulation Intern

June 2020 - Aug 2020

- Mentored by Natalie Homewood for Cloth and Hair Simulation

VOLUNTEER EXPERIENCE

SIGGRAPH 2018 & 2019 & 2020 & 2021

Student Volunteer

SKILLS

- Effects - Houdini
- Grooming - xGen, Yeti, Houdini
- Rigging - Maya
- Texture - Mari, Substance Painter
- Modeling - ZBrush, Maya, Marvelous Designer
- Compositing- Nuke, Fusion
- Realtime-Unreal Engine
- Scripting-Python, Houdini VEX, C++

AWARDS

- Winner - Rookie award Career Opportunities - Important Looking Pirates
- Finalist - MDC Lost Civilization Contest

EDUCATION

School of Visual Arts New York, NY

BFA Computer Art, Computer Animation and VFX

May 2021

- Courses include Houdini FX, Character FX, Adv Rigging, 3D Digital Sculpt

Pasadena City College Pasadena, CA

Certificate - CIS Software Development

Dec 2026

- Courses include Python, C++, Java

INTERESTS

Scuba Diving, Skiing, Theatre, Travel