

ARTIST STATEMENT

Jun Huang is a digital artist working at the intersection of digital arts, motion-based visual storytelling, and digital heritage. With a background in 3D art, Jun focuses on how simulation, procedural systems, and real-time engines shape the way cultural narratives are constructed and perceived. Jun's practice spans museum installations, cultural heritage reconstructions, and public art projects in the United States and China.

RESEARCH INTEREST

Real-time Visualization
Algorithmic Aesthetics & Perception
Interactive Narrative
Generative Design
Digital Reconstruction & Cultural Heritage

EDUCATION

M.F.A. in Digital Arts Pratt Institute, New York, USA	2017–2020
B.F.A. in Film and Animation Art Sichuan Fine Arts Institute, Chongqing, China	2012–2016

SCREENINGS / EXHIBITIONS / PUBLIC PRESENTATIONS

Song of the Phoenix in Pingdu , Motion Graphics Short Film, China-Mexico Cultural Exchange Program, Chongqing, China & Guanajuato, Mexico	2025
Discovering the Myths of Fengdu , Short Film, Fengdu Municipal Publicity Dept., Chongqing, China	2024
Lu Zuofu , Documentary Film, CCTV-9 Documentary Channel, Beijing, China	2024
ESL Digital Worlds: Level Up , Interactive Museum Exhibition, The Strong National Museum of Play, Rochester, NY	2023
Nation of Speed , Gallery Installation, Smithsonian National Air and Space Museum, Washington, DC	2022
Re-envisioning Khirbet et-Tannur , Archaeological Digital Reconstruction, Cincinnati Art Museum, Cincinnati, OH	2022

Chunkey , Interactive Cultural Heritage Game, First Americans Museum, Oklahoma City, OK	2021
Deeds & Great Thinkers , Immersive Educational Installation, Museum of Tolerance Jerusalem, Jerusalem, Israel	2021
Fairy Island , Pop-up Exhibition, New York, NY	2018
Transformers Online , Commercial Online Game	2017
Nuo , Public Art Sculpture Project based on Nuo culture, Dashah Chinese Nuo City, Chongqing, China	2016
Orbit , 3D Digital Art, Undergraduate Annual Exhibition, Sichuan Fine Arts Institute, Chongqing, China	2015

PROFESSIONAL EXPERIENCE

Freelance 3D Artist **2023 – Present**
 Design 3D visualization solutions for films, documentaries, and media projects.
 Create high-fidelity 3D assets and develop procedural pipelines.

3D Artist, Unified Field (New York) **2021 – 2023**
 Led real-time 3D visualization for museum projects using Unity and Unreal Engine.
 Produced 3D assets, animation sequences, and interactive components for national museums, including Nation of Speed, Re-envisioning Khirbet et-Tannur, and Chunkey.
 Collaborated with project managers and art directors to deliver museum-ready pipelines from modeling and look development to engine integration.

Graduate Assistant, Pratt Institute (Brooklyn) **2017 – 2020**
 Managed the Digital Fabrication Lab and provided technical support to students using 3D printing and digital fabrication tools.
 Assisted faculty by preparing 3D assets and instructional materials for animation courses and maintaining the department's rendering farm.

3D Environment Artist, Phoenix CG Studio (Chongqing, China) **2016 – 2017**
 Built hard-surface environment assets and modular scenes for the online game Transformers Online.
 Created textures and materials, set up LODs, and performed asset checks in Unreal Engine to ensure performance and visual quality.

3D Artist, Sichuan Fine Arts Institute 3D Animation Studio (Chongqing, China) **2013 – 2016**
 Developed 3D character and scene designs for short films and CG animations.
 Created digital sculpture prototypes for the Dashah Chinese Nuo City public art installation, translating Nuo cultural motifs into full-scale physical sculptures.

TEACHING EXPERIENCE

Guest Demonstration Instructor – Pratt Institute, Brooklyn, NY 2019 – 2020

DDA 614 - 3D Computer Modeling (2020): Demonstration of UV mapping.

DDA 242 - 3D Animation Studio (2019): Introduction to character animation.

Art Instructor – Chaoyang Art Studio, China

2012

Taught pre-college drawing, painting, and foundational design skills.

TECHNICAL SKILLS

3D Modeling & Simulation: Maya, ZBrush, Houdini, Substance 3D

Real-Time Visualization: Unreal Engine, Unity

Programming: Python, VEX (Houdini)

Post-Production & Compositing: Nuke

AR/VR, 3D Scanning, 3D Printing

AWARDS & HONORS

Pratt Circle Award, Pratt Institute

2020

Graduate Merit-based Scholarship, Pratt Institute

2017

Outstanding Graduate Student Award, Sichuan Fine Arts Institute

2016

Academic Scholarship, Sichuan Fine Arts Institute

2013–2015