YIFAN WANG

Lighting and Generalist Artist

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SUMMARY

Lighting Artist with experience at Industrial Light and Magic, specialising in **Lighting** and **Generalist** work. Graduated in 2023 from Bournemouth University's National Centre for Computer Animation (NCCA) with a BA (Hons) in Computer Animation Art and Design. Experienced in working across multiple CG techniques within a Linux-based pipeline, with a strong understanding of VFX workflows. Highly proficient in unbiased rendering systems and adept at using programming and scripting skills to solve technical challenges, enabling the creation of complex shots for high-end photorealistic visual effects.

EDUCATION

Bournemouth University   Bournemouth, UK

BA (Hons) Computer Animation Art and Design   *2020 - 2023*

- **BU Academic Excellence Scholarship** in 2020
- Winner of the **BFX Competition Community Award** in 2022
- Relevant Coursework: Lighting and Rendering, Research and Development, Visual Effects Acquisition, Digital Matte Painting, Character Rigging, Character Animation
- Completed the **Industrial Light and Magic** Lighting Masterclass Brief by processing, grading, and constructing a light rig with Image Based Lighting (IBL) and matching and integrating CG elements into the live-action plate

TECHNICAL SKILLS

Softwares: Maya, Houdini, Katana, Unreal, Clarisse, Nuke, ZBrush, Mari
Renderers: Renderman, Arnold, Karma, V-Ray, 3Delight
Languages: Python, VEX, MEL, Lua, C++

WORK EXPERIENCE

Industrial Light and Magic   Sep. 2024 – Mar. 2025

Lighting Artist   *London, UK*

- Worked as a Lighting TD on Netflix TV series **Life on Our Planet Season 2 (TBD)**
- Utilized **Katana** and **RenderMan** for lighting and rendering shots within a **Linux-based pipeline**
- Developed and optimized lighting setups for high-quality, photorealistic shots
- Collaborated across departments to integrate lighting within the VFX pipeline

Shanghai Animation Film Studio   Aug. 2021 – Oct. 2022

FX Artist   *Remote*

- Created effects using **Houdini** for Bilibili TV anime series **Yao-Chinese Folktales (2023)**
- Designed stylized effects in the shots of feature film and completed basic compositing
- Modeled sets and props for layout purposes

Bilibili Group   Jul. 2021 – Aug. 2022

Storyboard Artist   *Remote*

- Storyboarded for **Bilibili MovieNet-TeViS Dataset**, which aims to support a decoder model called **Trans-TeViS** to retrieve an ordered sequence of images to visualize the text synopsis
- Classified the data of different scenes according to the shot language used in feature films, and organized the framework for the decoder model

Beijing Film Academy   May 2021 – Jul. 2021

Virtual Production Assistant   *Beijing, China*

- Worked as a Virtual Production Assistant on science fiction feature film **Journey to the Moon (2023)**
- Assisted Virtual Production TDs with **in-camera VFX** setup and motion capture data management
- Ensured and maintained hardware was correctly set up and calibrated

LEADERSHIP

Director   Feb. 2022 – Jun. 2022

Bournemouth University   *Bournemouth, UK*

- Directed a charity short film in collaboration with client Pembrokeshire Coast National Park Authority, and led the production team to participate in the **BFX Competition 2022**

Post-Production Director   Apr. 2021 – Jun. 2021

Beijing Film Academy   *Beijing, China*

- Led the post-production team of the Computer Animation Department for the **8K Resolution Short Film College Invitational Competition 2021**