

# YIFAN WANG

Lighting & Generalist Artist

+44-07529-970551 | [imyifanwang@gmail.com](mailto:imyifanwang@gmail.com) | [linkedin.com/in/imyifan](https://www.linkedin.com/in/imyifan)

## SUMMARY

Lighting Artist with experience at Industrial Light & Magic in London, specializing in **Lighting** and **Generalist** work. Graduated in 2023 with a BA (Hons) in Computer Animation Art and Design from Bournemouth University's National Centre for Computer Animation (NCCA). Over the past five years, contributed to the production of several feature films and animation projects. Experienced in working across multiple CG techniques in 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.

## EDUCATION

### Bournemouth University

BA (Hons) Computer Animation Art and Design

Bournemouth, UK

2020 - 2023

- **BU Academic Excellence Scholarship** in 2020
- Directed a charity animation short in collaboration with the **Pembrokeshire Coast National Park Authority**, and led the student production team to win the **BFX Competition Community Award** in 2022.
- Completed the **ILM Lighting Masterclass** brief in 2023, which involved processing and grading HDRIs to build **lighting rigs** in **Katana**, working on **LookDev** for assets, and integrating CG elements into live-action plates.
- Relevant Coursework: Lighting and Rendering, Research and Development (R&D), VFX Acquisition, Mathematics for Computer Graphics, Computing for Graphics and Animation, Real-Time Graphics System

## TECHNICAL SKILLS

**Softwares:** Maya, Houdini, Katana, Unreal Engine, Clarisse, Nuke

**Renderers:** RenderMan, Arnold, Karma, V-Ray, 3Delight

**Languages:** Python, VEX, MEL, Lua, C++

## WORK EXPERIENCE

### Industrial Light & Magic

Lighting Artist

Sep. 2024 – Mar. 2025

London, UK

- Worked as a Lighting TD on Netflix TV series **Life on Our Planet Season 2 (2026)**.
- Utilized **Katana** and **RenderMan** for lighting and rendering shots within a **Linux-based pipeline**.
- Collaborated across departments to integrate lighting within the VFX workflows.
- Developed and optimized rendering setups for high-quality, photorealistic shots.

### Shanghai Animation Film Studio

FX Artist

Aug. 2021 – Oct. 2022

Remote

- Created effects using **Houdini** and **V-Ray** for Bilibili TV anime series **Yao-Chinese Folktales (2023)**.
- Designed **stylized looks** of the final shots in collaboration with the art department.
- Composited rendered CG elements with hand-painted backgrounds in **Nuke**.

### Bilibili Group

Research Assistant

Jul. 2021 – Aug. 2022

Remote

- Created storyboard assets for **Bilibili MovieNet-TeVIs Dataset**, which aims to support the retrieval of image sequences to visualise the text synopsis.
- Classified data from different scenes according to the shot language used in feature films and organized the basic framework for the **Trans-TeVIs decoder model**.

### Beijing Film Academy - Virtual Production Lab

Virtual Production Assistant

May 2021 – Jul. 2021

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 in **Unreal Engine** and motion capture data management as per project folder structure and templates.
- Maintained on-set hardware and ensured correct setup and calibration.

### Beijing Film Academy - Dell Digital Media Innovation Lab

IT Support Assistant

Mar. 2021 – Jul. 2021

Beijing, China

- Installed and configured computer hardware, operating systems, and VFX-related software.
- Managed network and server infrastructure to ensure system reliability and security.