

YIFAN WANG

Pipeline & Lighting TD

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EDUCATION

Escape Studios

London, UK

Programming for Games and VFX Short Course

2025

- Relevant Coursework: Introduction to Graphics Systems, Object-Oriented Programming, Real-Time Rendering and Optimisation, Data Structures & Management, Rendering and Shading, Performance and Memory Management

Bournemouth University

Bournemouth, UK

BA (Hons) Computer Animation Art and Design

2020 - 2023

- BU Academic Excellence Scholarship recipient in 2020, graduated with First-Class Honours.
- Marked the **highest score** in the **2023 ILM Lighting Masterclass**, a final-year unit co-developed by NCCA and ILM London. My work included processing and grading HDRIs, building light rigs and LookDev for assets in **Katana**, 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

DCC Softwares: Maya, Houdini, Katana, Mari, Unreal Engine, Clarisse, Nuke

Tools/Frameworks: Linux, ShotGrid, USD, OpenGL, Qt, Jira, Confluence

Rendering Systems: RenderMan, Arnold, Karma/Mantra, V-Ray, 3Delight, Redshift

Programming Languages: Python, C/C++, GLSL, MEL, VEX, Lua

WORK EXPERIENCE

Digital Domain

Jun. 2025 – Present

Associate Pipeline Technical Director

Remote

- Worked remotely with the Lighting Department to monitor the render farm, identify problematic high-resource renders, and provide feedback and optimization suggestions to artists.
- Collaborated closely with Pipeline TDs to manage data and provide render wrangling for shows in production.
- Maintained and further developed pipeline tools, updated show setups using **Python** and corresponding documentation.
- Troubleshot shot issues with internal tools and workflows, ensuring smooth and accurate plate ingestion.

Industrial Light & Magic

Sep. 2024 – Mar. 2025

Graduate Lighting Artist

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.
- Developed and optimized rendering setups for high-quality shots with **photorealistic looks**.
- Collaborated across departments to integrate lighting into workflows, ensuring consistency and achieving artistic goals.
- Submitted work for review, taking feedback and direction from Supervisors and Leads to deliver shots.

Shanghai Animation Film Studio

Aug. 2021 – Oct. 2022

FX Artist

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

Jul. 2021 – Jul. 2022

Research Assistant

Remote

- Contributed storyboard assets to the **Bilibili MovieNet-TeVIs Dataset** as part of the machine learning team, supporting image sequence retrieval for visualising text synopses.
- 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

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 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

Mar. 2021 – Jul. 2021

IT Support Assistant

Beijing, China

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