

# YUXIAO BAI

## LAYOUT & VISUALIZATION

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## EDUCATION Gnomon - 2025 - Bachelor of Fine Art

Located in Hollywood, a globally recognized private institution. I completed multiple short films and collaborated on team productions. Experience across the full pipeline from storyboarding, modeling, rigging, animating, lighting, rendering, to compositing.

## AWARD

"DogN'Bird" 2024 Fall - Best of Term

"DogN'Bird" 2025 - Featured on The

Rookies Official Blog

## EXPERIENCE

### Dimension Studio - 2025 - Previs Animator - The Chronicles of Narnia (2026)

- Create character and camera animation based on storyboard animatic, helping the team build the overall shot rhythm and narrative flow. Then transferred shots to Unreal Engine 5 for rendering with Revision Control. Managed file sharing and ftrack tracking. Also handled content packing for an outsourced Techvis studio.

### Studio 1AM - 2025-2026 - Previs Animator

- Collaborated with the team to design narrative shot sequences for camera and character animation, and the rhythm of action beats. Led several key shots from concept and storyboarding to execution. Focused on enhancing visual rhythm and story continuity across scenes, ensuring clarity and cinematic flow.

### MerryMe - 2025-2026 - Game Cinematic Animator

- Designed and produced the opening cinematic animation for the main character of an horror game. Refined character performance through acting, body movement, and facial expression to clearly communicate emotional changes and narrative motivation. Maintained frequent communication with the director to ensure the performance stayed consistent with the character design.

### EVOL Motions - 2025-2026 - Previs Animator

- Focused on using camera animation to support the story's world introduction and highlight the protagonist's first appearance. Worked closely with the environment team to better understand the scene's spatial layout, shaping the sequence around the music's timing, rhythm, and key accents.

## SKILL AND TOOL

- **Hand-Keyed Animation** - Expert in advanced principles such as weight, inertia, and anticipation; able to balance realism and exaggeration with strong control of timing and spacing. Proficient in Maya and Unreal Engine.

- **Previs, 2D Storyboarding, Layout & Postvis** - Skilled in dynamic camera design to enhance energy and immersion, crafting cohesive and emotionally engaging cinematic experiences through visual storytelling through camera motion and framing. Able to perform camera tracking, keying, rotomation, compositing, post-processing, and editing with AE, PR, and Nuke. And handrawing 2D images with PS.

- **Simulation** - Capable of building custom particle, cloth, rigid-body, and fluid simulations. Efficient at generating smoke, fire, debris, or liquid effects and integrating them seamlessly with animation, lighting, and compositing.

- **Lighting & Environment Design** - Able to use existing assets, or modeling and texturing skills to craft environments with strong composition, lighting, and atmosphere, creating cohesive cinematic visual storytelling and achieving film-quality visuals in real-time rendering.