

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 fully realized short films and collaborated on team productions, gaining hands-on experience across the full pipeline from storyboarding to animation, lighting, rendering, and 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)

- In addition to the animation work, contributed simple Python and MEL scripts to streamline scene imports and data delivery to the Techvis team.
- Collaborated with a remote, cross-national team; quickly adapted to production workflows, actively implemented supervisor feedback, and supported efficient iteration and shot improvements. Ensured all assigned sequences were delivered on time and to the highest visual standard.

Studio 1AM - 2025 - Previs Shot Creator

- Collaborated with the team to design narrative shot sequences and 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.

First Presbyterian Church of Hollywood - 2022-2025 - Volunteer Videographer / Editor

- Designed posters and promotional visuals; filmed and edited church events, comedy skits, motion graphics, and podcast content. Videos were featured during Sunday services and on social media for community outreach and engagement.

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, Storyboarding, Layout & Postvis** - Skilled in dynamic camera design to enhance energy and immersion, crafting cohesive and emotionally engaging cinematic experiences. Able to independently perform camera tracking, green/blue-screen keying, rotomation, compositing, post-processing, and editing with AE, PR, and Nuke.
- **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.
- **Cinematography & Camera Language** - Strong grasp of shot composition, lensing, rhythm, and visual storytelling through camera motion and framing.
- **Python & MEL Scripting** - Experienced in writing custom tools to optimize workflow, including camera-bake automation and animation assistance utilities.
- **Lighting & Environment Design** - Strong understanding of composition, light, and atmosphere for cohesive and cinematic visual storytelling, achieving film-quality visuals even in real-time rendering.