

Yiran Bi

3D Generalist | Lighting · Rendering · Compositing · Environment Art ·
Look Development

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Bournemouth, UK | Open to relocation

Profile

- Recent MA 3D Computer Animation graduate with end-to-end 3D production experience across modelling, texturing, environment art, look development, lighting, rendering and compositing, with the ability to take work from concept through to final output. Also brings a strong 2D foundation in concept art, illustration and storyboarding. A fast-learning and adaptable problem-solver with experience in both team leadership and hands-on production, and a growing interest in AI-assisted 3D production and emerging 3D AI workflows.

Education

- Bournemouth University, UK** September 2022 – June 2025
BA (Hons) Computer Animation Art and Design | National Centre for Computer Animation (NCCA)
 - Relevant modules: Concept Design, Storyboard Animation, Illustration, 3D Modelling and Texturing, Lighting and Rendering, 2D/3D Animation Principles, Compositing and Post-production (Nuke), VFX Production (Houdini), Unreal Engine 5 Game Production, Research and Development, Team Production.
 - Final grade: 76%, First-Class Honours; awarded a postgraduate scholarship for Master's study.
- Bournemouth University, UK** September 2025 – September 2026
MA 3D Computer Animation | National Centre for Computer Animation (NCCA)
 - Relevant modules: Advanced Character Animation, Advanced Procedural Modelling, Render Pipeline Design, Compositing and Post-production (Nuke), Master's Development Project, Team Production.
 - Final grade: 77.92%, Master of Arts in 3D Computer Animation with Distinction.

Industry Experience

- Jiangsu Original Force Production Co., Ltd., Nanjing, China** July 2024
Pre-production Creative Development Intern
 - Observed producer workflows for communication and coordination with overseas partners, developing a practical understanding of project scheduling and cross-team collaboration.
 - Created static storyboards for character combat scenes from source text under industry supervision, strengthening shot design and visual storytelling; independently developed a 2024 Olympic pairs figure-skating storyboard exercise focused on composition, pacing and narrative clarity.
 - Built a broad understanding of the end-to-end animation production pipeline and professional studio workflows.

Project Experience

- HAPPY — Graduation Team Project** April 2026 – August 2026
Environment Art · Look Development · Lighting · Rendering · Compositing
 - Led visual development for two core environments—an aquarium and a fantasy beach—from concept design and spatial layout through to final scene assembly, defining colour and visual direction around story beats, character movement and emotional progression.
 - Created key environment assets and look-development materials in Maya and Substance Painter, including modelling, UV organisation, colour-ID setup, baking and hand-painted stylised textures; standardised texture outputs for the UE5 material and rendering pipeline.
 - Delivered most UE5 visual development, including scene integration, materials and shaders, stylised water development, character/environment lighting, shot-by-shot lighting and final rendering; used colour scripting and animated lighting to strengthen narrative rhythm and visual continuity.
 - Tested and resolved rendering issues involving LODs, reflections, dynamic shadows and camera-dependent water behaviour, then combined UE5 depth passes with Nuke compositing for final image treatment.
- The Key Eye — 2D/3D Hybrid Animated Short** February 2026 – April 2026
Director · Writer · Producer · Lead 3D Artist
 - Led a four-person team to deliver an approximately one-minute 2D/3D hybrid animated short in five weeks, defining production scope, visual direction and workflow around the schedule and team skill sets.

- Directed and produced the project while developing the story and script, planning shot pacing, setting weekly milestones, organising meetings, allocating tasks and managing file versions.
- Led art and technical direction and core 3D production, covering environment concept design, Maya modelling and layout, Substance Painter materials, UE5 look development and shading, lighting, VFX, rendering and Nuke compositing.

• **Orc Bust — Character Asset Project**

January 2026

Personal Project

- Completed the full asset workflow in two weeks: ZBrush sculpting, retopology, UV unwrapping, Substance Painter texturing, and Unreal Engine 5 lighting and rendering.
- Produced a finished character bust and a complete presentation animation.

• **Stylised Vehicle Design and Modelling**

November 2025 – December 2026

Individual Project

- Designed a stylised vehicle within the world of The World's End, matching a provided cartoon character style while independently developing its function, exterior design and lighting treatment.
- Modelled the vehicle in Maya, sculpted details in ZBrush, created materials in Substance Painter, and completed the final presentation animation with lighting and rendering in Maya.

• **The Wang Sun Gao Bianzhong**

March 2025 – April 2025

Personal Project

- Produced a 3D animation for museum display and online public education, introducing the historical context and object details of the Wang Sun Gao bronze chime bells.
- Independently completed archaeological research, modelling, sculpting, texture painting, lighting design, storyboarding, keyframe animation and editing, covering the full pipeline from pre-production to post-production.
- Designed the final work for online educational use and potential museum exhibition, supporting public engagement with the Chinese cultural artefact.

• **Cloisonné Stylised Rendering Pipeline R&D**

January 2025 – March 2025

Personal Project

- Researched Chinese cloisonné craftsmanship, analysing decorative patterns, enamel colour, and traditional production methods to identify visual features suitable for stylisation.
- Developed stylised rendering pipelines in Blender and Unreal Engine 5 combining PBR and NPR approaches, testing shader networks, layered materials and lighting to evaluate their effect on the final look.
- Applied the developed workflow to a 3D animation, producing a three-minute demonstration and an academic paper recognised by Bournemouth University as having publication potential.

• **Lighting and Rendering — ILM Masterclass**

October 2024 – January 2025

Participant

- Used ILM-provided live-action plates and models to place assets, add supporting modelling, build lighting and refine light/shadow integration to match the reference and plate naturally.
- Composited rendered elements with the live-action plate in Nuke to produce the final shot; the work received positive feedback from ILM practitioners.

• **Life Reversal — Team Animation Project**

October 2024 – May 2025

Producer · 3D Generalist

- Planned the production schedule, ran weekly meetings, coordinated communication between team members and tutors, consolidated feedback, and arranged collaboration with an external music producer for the final score.
- Contributed across production with concept design, prop and creature modelling, material creation, environment and shot lighting, scene assembly, UE5 rendering and render-pass export, and Nuke compositing.

• **Forgetfulness River Circus**

April 2024

Personal Project

- Conducted research to establish the environment concept and map sketches, then built the environment in Unreal Engine 5.
- Handled lighting and atmospheric rendering, a rotating-gear Blueprint, selected VFX, and post-production including music and sound design; developed the final environment for potential animation or game use.

Campus Activities

- **Bournemouth Chinese Students and Scholars Association**

September 2025 – July 2026

Vice President & Head of Publicity

- Rebuilt the association's organisational structure, assigned responsibilities across teams, and participated in executive decision-making with the President.
- Founded and operated the Bournemouth CSSA WeChat public account, publishing guidance for new students and promoting community activities for Chinese students in Bournemouth.
- Maintained close communication with Bournemouth University and the Students' Union at Bournemouth University (SUBU), contributed to planning major events, and coordinated promotional collaborations with external businesses and organisations.

- **Bournemouth Chinese Students and Scholars Association**

September 2023 – June 2025

Publicity Department Member

- Designed promotional posters and campaign materials for Chinese student events on campus.
- Managed end-to-end publicity for major events including "BBQ Carnival Night" and "Annual Chef & Lucky Star", generating around 1,000 campus views and helping engage approximately 80% of the Chinese student community.
- Developed long-term relationships with local suppliers and built audience awareness and resources for future events.

Honours and Awards

- **Rookie Awards 2025:** The Wang Sun Gao Bianzhong — 3D Animation, Grade C (September 2025).
- **Rookie Awards 2024:** Forgetfulness River Circus — Game Development, Grade B (August 2024).
- **ACM Fast Forward Competition 2024:** Forgetfulness River Circus — Official Selection / Exhibition Entry (May 2024).
- **Bournemouth University ArtStation Exhibition:** Flora pre-production concept art selected as outstanding student work and exhibited on the university's official ArtStation page (May 2024).

Skills

- **Core Skills:** Lighting, rendering, look development, environment art, 3D modelling, sculpting, texturing, compositing, concept design, storyboarding, VFX and audio editing.
- **3D / Rendering:** Maya, Unreal Engine 5, V-Ray, Blender, ZBrush, Substance Painter, Houdini, 3ds Max, Wrap.
- **2D / Compositing / Post-production:** Nuke, Photoshop, After Effects, Premiere Pro, Procreate, Procreate Dreams, Illustrator, InDesign.
- **Audio / Office:** Adobe Audition; Microsoft Office Suite.

Languages and Interests

- **Language Certification:** IELTS — Overall Band 6.5.
- **Interests:** Meditation, voice acting, cooking, cycling, classical music and reading.

Personal Summary

- Strong 2D foundation across concept art, character design, illustration and storyboarding, combined with end-to-end 3D production experience from modelling and texturing through lighting, rendering, compositing and post-production; able to take projects from concept to final render independently.
- Fast learner and independent problem-solver with strong adaptability, analytical thinking, communication and delivery under pressure; experienced in both team leadership and core production responsibilities.

Portfolio

- **Portfolio:** <https://www.yiranbi.com/>