



# Zhike Yang

## Digital Arts/ Storytelling / Communicating

Portfolio : [//https://www.kekyang.com](https://www.kekyang.com) PW: 2016

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## Skills / Software

Bilingual( English - Mandarin ) ; Storyboard Pro; Adobe Creative Suit; MAYA(CG work flow);

## Education

### School of Visual Arts

2018 - 2020

- Master of Fine Arts, Computer Arts

Developed & Directed a CG Animated Short Film: "Renaissance"

Be nominated finalist for the 2021 Oscar Student Academy Award.

### Jiangnan University

2012 - 2016

- Bachelor of Arts, Art Design - Visual Communication Design

Designed & Drew a Picture book for kids: "The Veg Fight"

## Experience

### BOXON Animation Studios

Beijing, China

### Creative Director / Story Artist

08/2021- recently

- Story & Pitched & Green-lighted a VR animated film from a scratch to ByteDance;
- Led the team built whole pre-production pack from story to visual-dev for an Aniplex series;
- Pitched & Storyboarded for an Warner bros 3D animated feature movie;

### Slothique LLC

Georgia, US

### Storyboard Artist

09/2020-01/2021

- Responsible for visualizing the pilot episode for an animation series.
- Created storyboards from thumbnails to cleaned-up animatic based on scripts.
- Pitched storyboards to executive; Addressed notes & feedback to improve the boards.

### Nickelodeon Artist Program 2020

### Storyboard - Finalist

- Went through 4 rounds of competition and interview; Become top 4 of 6000+ candidates.

### Jiangsu Snow Leopard October Digital Animation Co., Ltd.

Jiangsu, China

### Story Artist / Visual Development Artist

09/2016-09/2018

- Participated in an 3D animation featured film. Created boards from scripts to animatic.
- Depending on the goals of storytelling, designed color scripts & art design materials.





# 杨芝科

专业领域： 故事/视觉/沟通

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## 技能/软件

中英双语交流; 动态分镜流程; Photoshop - 视觉发展流程; MAYA / Unreal Engine - 三维影视流程;

## 纽约视觉艺术学院

## 教育经历

2018 - 2020

· 硕士学位 - 电脑艺术

原创并导演：海内外联合制作三维动画短片 - 《复苏之舞》获学生奥斯卡提名；Bilibili播放70万；

## 江南大学

2012 - 2016

· 学士学位 - 艺术设计：视觉传达设计

## 专业项目

### 宝箱影视工作室

中国，北京

### 创意导演/故事艺术家

07/2020 - 至今

- 策划字节跳动旗下虚拟现实VR三维动画影片并获绿灯。负责故事指导和风格基调开发。
- 带领团队探索完成了一部Aniplex 剧集动画故事的完整前期，从剧本、分镜到视觉开发。
- 参与华纳兄弟影视动画电影前期故事视觉化开发。负责姜文导演短片分镜。参与美国加州 Trioscope studios 虚拟制片风格化真人电影分镜设计。

### 北京光云动漫

中国，北京

### 导演/策划

08/2021 - 03/2022

- 带领团队从零培育了一部温情向动画电影的故事概念，并辅导到国际标准可洽谈提报套装。

### Slothique LLC

美国，佐治亚

### 故事艺术家

09/2020 - 01/2021

- 负责一部多文化主题动画剧集的先导集的视觉化。基于文字剧本，设计绘制动态级故事板。
- 主导故事会议，现场视觉化迭代草稿，引导各创意人员的方案发想与表达。
- 与导演、制片及艺术与决策部门沟通，获取并分析反馈，改进创意内容。

### 江苏雪豹十月数码动画有限公司

中国，江苏

### 故事艺术家 / 概念设计师

09/2016 - 09/2018

- 参与三维动画电影项目，基于文字剧本与导演沟通目标方向，创作动态故事板。
- 与视觉总监对接，挖掘故事需求，延续预期美术风格。绘制色彩剧本，指导设计角色与场景。