



Digital Arts/ Storytelling / Communicating

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

Email(prefer): zhike_yang@126.com

Phone(global): +86 -13317490270

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

故事开发/视觉传达/团队沟通

个人网站：<https://www.kekyang.com> 密码: 2016

电话: 13317490270

邮箱: zhike_yang@126.com

技能/软件

中英双语交流; 动态分镜流程; 动画编导; 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77万;

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

- 导演字节跳动沉浸式三维动画。平衡多方需求, 带领团队开发了剧本、动态布局及视觉风格。
- 带领团队完成Aniplex 剧集动画故事前中期开发, 包括剧本、动态分镜、视觉开发与资产等。
- 深度参与华纳兄弟影视动画电影故事开发及视觉开发。参与美国加州Trioscope studios虚拟制片风格化真人电影分镜设计。负责姜文导演动画短片故事板及多项宣传短片的视觉动态化。

北京光云动漫

中国, 北京

导演/策划

08/2021 - 03/2022

· 带领团队改编培育了一部温情向合家欢动画电影故事概念《司空见怪》- 悟空版, 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, 绘制、剪辑动态故事板。
- 主导故事会议, 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、制片及艺术与项目部门沟通, 获取并分析反馈, 帮助团队改进和落实创意内容。

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

- 深度参与三维动画电影项目, 挖掘故事需求, 与导演沟通目标方向, 绘制剪辑动态故事板。
- 对接视觉总监, 延续预期美术风格并跟进三维制作与反馈。绘制色彩剧本, 指导构图、灯光、设计角色与场景。