YIBING HUANG



3D/2D CHARACTER ANIMATOR | Motion Capture

London, UK | chichiiyb@gmail.com | Showreel & Portfolio: Chiyume.com

Character animator and 3D generalist specialising in performance-driven animation, motion capture cleanup and shot polish across games, film and live theatre. Led all animation on an award-winning indie game (Tribeca Games Award; official selection at London Games Festival and ChinaJoy), from directing and performing mocap to delivering broadcast-quality keyframe animation. Experienced across the CG pipeline, from modelling and rigging through to compositing, and comfortable in fast-moving, cross-disciplinary teams.

EXPERIENCE

Aug 2024 - Present (Leaving January 2027)

CG Animator & 3D Generalist, *Friday Sundae: There Are No Ghosts at the Grand · Bristol*

- The game won the Tribeca Games Award (Tribeca Festival 2026) and was an official selection at the London Games Festival and ChinaJoy.
- Managed and delivered all animation on an indie game production, cinematic cutscenes and trailers.
- Directed motion capture sessions and performed in the suit for all NPC characters.
- Keyframed bipedal NPCs, quadruped characters (*Mr Bones the Bastard*) and prop/weapon rigs to game-ready and broadcast-quality standard.
- Designed and animated a 2D character for UI integration (*Robert C Macbrushy*).
- Worked directly with programmers to implement animation and turn around feedback quickly.

Animation Intern, *Friday Sundae* *· Mar 2023 – Dec 2023*

- Main animator on *CBBC Deadly 60 Unleashed*: keyframed, game-ready first-person hand animations and power-tool animations.
- Animated the in-game cat and weapon rigs for *There Are No Ghosts at the Grand*, which led to the full-time role above.

Feb 2024 - June 2024

CG Generalist, Buckloop

Utopia of the Seas: ALL IN! (live theatre production) · Nantes, France

- Modelled, textured and rigged three bipedal characters in close partnership with the Creative Director.
- Processed and refined motion capture data for a high-tech live production performed twice nightly in the 1,401-seat Royal Theater aboard Royal Caribbean's Utopia of the Seas.

Museum of Infinite Realities · Brussels, Belgium

- Improved character topology and rig functionality for cleaner deformation.
- Retargeted and cleaned motion capture for complex dance and acrobatic sequences.

November 2023 - April 2024

Multidisciplinary Animator, *Beltane: BFI-funded short film · Puppet Place, Bristol*

- Contributed to prop fabrication, puppet performance animation and post-production compositing.
- Used After Effects to remove rigging, integrate sky plates and strengthen the visual narrative.

October 2023 - November 2023

Animation Mentor, BFI Film Academy – Stop Motion Specialist Course · Bristol

- Mentored four young animators (aged 16–19) through a full production pipeline, from concept to finished short, covering paper cut-out, sand and 2D animation.
- The group produced *Scuba Cat*, animated in Dragonframe and screened at the Cube Cinema, Bristol.

SKILLS

Maya · MotionBuilder · After Effects · Premiere Pro · Substance Painter · Unity · Unreal · Dragonframe · Procreate

SPECIALISMS

Character Animation · Mocap Cleanup & Retargeting · Rigging · Modelling · Stop-Motion Animation · 2D Animation

EDUCATION

2023-2024 *(University Transfer)* BA (Hons) Animation, University of Greenwich (London, UK). Graduated with First Class Honours.

2020-2023 BA (Hons) Animation, The University of the West of England (UWE) (Bristol, UK). Graduated with First Class Honours.

LANGUAGES

English · Mandarin