

# YIBING HUANG

3D/2D CHARACTER ANIMATOR · MOCAP

SHOWREEL & PORTFOLIO

London, UK

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[Chiyume.com](http://Chiyume.com)



Versatile character animator and 3D generalist with a strong foundation in **motion capture cleanup, shot polish, and performance-driven animation** across games, film, and live theatre. Experienced across the full CG pipeline from modelling and rigging through to compositing. Comfortable in fast-moving productions and **cross-disciplinary teams**.

## EXPERIENCE

### **Feb 2025 - Present**

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

Led character animation across a full game production, including motion capture direction, performing in the suit for all NPC characters for cinematic cutscenes and trailers. Used keyframe animation for bipedal NPCs, quadruped characters (Mr Bones the Bastard), and prop/weapon rigs to a game-ready and broadcast-quality standard. Designed and animated a 2D character for UI integration (Robert C Macbrushy). Collaborated directly with programmers to deliver feedback on request.

### **April 2025 - June 2025**

#### **CG Generalist, *Utopia of the Seas: ALL IN! Theatre Production, Buckloop* · Nantes, France**

Contracted role to model, texture, and rig three bipedal characters in close partnership with the Creative Director. Processed and refined motion capture data for a live international production.

### **Feb 2025 - March 2025**

#### **CG Generalist, *Museum of Infinite Realities, Buckloop* · Brussels, Belgium**

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

### **October 2024 - November 2024**

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

Mentored a group of four young animators (aged 16–19) on the BFI Film Academy's residential specialist course, an intensive programme where participants create stop-motion films screened at the Cube Cinema in Bristol. I guided them through the full production pipeline from concept to finished short film, introducing them to a range of techniques including paper cut-out, sand animation, and 2D animation. Supported their creative development through hands-on workshops, fostering curiosity and technical confidence. The group produced *Scuba Cat*, a paper-cutout short animated using Dragonframe.

### **November 2023 - April 2023**

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

Contributed to a BFI-funded stop-motion short, covering prop fabrication, puppet performance animation, and post-production compositing. Used After Effects to remove rigging, integrate sky plates, and enhance the visual narrative.

### **March 2023 - Dec 2023**

#### **Animation Intern, *Friday Sundae***

Worked as the main animator on CBBC *Deadly 60 Unleashed* animal animations, created keyframed game-ready animation of first-person player hands, power tool animations and the in-game cat for *There are No Ghosts at the Grand*.

## SKILLS

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

## SPECIALISMS

Character Animation · Mocap Cleanup · 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