

XINGCHEN YI

CG Generalist



Xingchen Yi is a CG Generalist for film and animation. With deeply rooted passion in visual arts and solid 2D background from traditional art trainings, Xingchen enjoys to explore the unlimited potential of 3D art and creating artworks that emphasizes worldbuilding, storytelling, and beautiful visuals.

CONTACT

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Web
www.xcy.gallery

Currently located in
Los Angeles, California

LANGUAGES

English
Mandarin

PRODUCTION SKILLS

Hard Surface Modelling
Procedural Modelling
Texturing and Shading
Look Development
Sculpting
Retopologizing
Grooming
Rigging
Character Animation
Technical Animation
Lighting
Compositing

SKILLS HIGHLIGHTS

CG WORLDBUILDING

Knowledgeable and experienced in procedural techniques and Maya MASH to build believable cityscapes and landscapes.

Trained in production workflow of creating large-scale exteriors and interiors from concept to finish.

Capable of producing hardsurface models for complex architectures and detailed hero objects in a scene.

CHARACTER CREATION

Excel at modeling organic characters and creatures with a knowledge of anatomy, digital tools and traditional 3D sculpting.

Experienced with texturing, grooming and costume creation of both realistic and stylized characters and creatures, satisfying both the artistic and the technical needs of production.

SHOT FINALIZING

Strong sense of visual elements and a keen eye to manipulate color and light to produce stunning final visuals.

Combining sense of artistry with knowledge of compositing tools to emphasize the mood and invoke an emotional impact in support of the project's creative vision.

ACCURACY IN PRODUCTION

Quickly understand and respond to production needs and aesthetic requirements.

EDUCATION

Bachelor of Fine Arts in Digital Production

2021-2024

Gnomon, Los Angeles, CA

AWARDS

Gnomon
Best Of Term
Spring 2024
Environment - Interior

Best Of Term
Winter 2024
Character - Realism

Best Of Term
Spring 2022
Texturing and Shading

Best Of Term
Winter 2022
Environment - Stylized

Gnomon Gallery Exhibition
2023 - 2024

SOFTWARES

Autodesk Maya
SideFX Houdini
Substance Painter
Mari
Marvelous Designer
XGen
Yeti
V-Ray
Redshift
Foundry's Nuke
Adobe Premiere
DaVinci Resolve