

NIANCAO YANG

Animation Director / Storyboard Designer / Character Designer

About:

I am an animation director based in Wuhan, China, with 8 years of experience in animation companies. I have worked as a screenwriter, character designer, storyboard designer and art director. My clients included Netease Games, Barbican Centre, Activision Blizzard, etc.

Contacts:

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Language Skills:

English ●●●●●●●●
Chinese ●●●●●●●●
Korean ●●●●●●●●

Software Skills:

Photoshop	●●●●●●●●	After Effects	●●●●●●●●
TVPaint	●●●●●●●●	Final Cut Pro	●●●●●●●●
Storyboard	●●●●●●●●	Cinema 4D	●●●●●●●●
Animate	●●●●●●●●	Maya	●●●●●●●●
Premiere	●●●●●●●●	Unity	●●●●●●●●

Education:

2018\2019 ● MA Animation
University of the Arts London
London College of Communication
London, United Kingdom
2007\2011 ● BA Animation
Hubei Institute of Fine Arts
Hubei, China

Professional experience:

01/2019-04/2019 ● Director / Animator
Barbican Centre / London, UK
Used linocut printmaking technique to produce animation that discuss what it means to be human when technology is changing everything for Barbican Box Project 2019.
Animations were performed in collaboration with a VJ in the Barbican Centre and the performance was open to the public.
10/2018-02/2019 ● Director / Animator
The Feminist Library / London, UK
Used collage animation technology to express the abstract concept of women's image in the eyes of men by the famous feminist, photographer and poet Astra Blaug.
Animation was screened both offline and online to promote the Feminist Library to the younger generations.
12/2017-04/2018 ● Writer / Art Director
Netease Games / Guangzhou, China
Writing the story of the trailer based on the characters in the game 'Onmyoji'.
Supervising the art design and storyboard design of the project.
04/2015-07/2015 ● Storyboard Designer
Activision Blizzard / Paris, France
Creating the animatic of 5 trailers.
Assist in translating scripts.
10/2013-11/2017 ● Director / Executive Director
2:10 Animation / Wuhan, China
Responsible the preparation of animation and advertisement project, including project planning, continuity designing and art designing.
Coordinate with other department and follow the project process.
Organize original animation research and design projects.
07/2011-08/2013 ● Storyboard designer / Character designer
Jiang Toon Animation / Wuhan, China
Creating characters and animatics based on project needs.
Creating original animation and game characters.
02/2010-06/2011 ● Writer / Cartoonist
Comic Guests / Wuhan, China
Writing the story of original four comic strips.
Drawing Cartoons.

Practice-Based projects:

2019 ● Director / Animator
'Between Us' / London, UK
MA Final Major Project with the concept that the awkward relationship between Chinese transgender people and their parents, both loving each other and unable to approach each other.
2019 ● Animator
'Sherlo' / London, UK
MA experimental Animation Project.
A game about protecting stray animals.
2018 ● Storyboard Designer
'Help' / London, UK
A set of storyboards based on a study of the mental health of homeless people in London.
2014 ● Cartoonist
'Sprite is a dog' / Wuhan, China
Four comic strip series that inspired by my daily life with my dog Sprite.
2012 ● Character Designer
'Pandingo' / Wuhan, China
A group of original game characters that used to promote Chinese scenic spots and culture, with panda and alien as design reference.