

Xuanbei Huang

# BAI HUANG

GAMEPLAY/CINEMATIC ANIMATOR



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[Bai-Huang](#)



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

Mobile:



## SOFTWARE



Autodesk Maya  
Unreal Engine 5  
Adobe Photoshop  
Adobe After Effects  
Adobe Premiere  
Adobe Creative suite  
Procreate  
TVPaint Animation  
Substance Painter

## SPECIALTIES

3D character Animation  
2D Animation  
Concept Art  
Storyboard  
Look Dev  
Mocap Cleaning

## SKILLS

Animation: Realistic body mechanics; keyframe animation; mocap cleanup and keyframe override; acting beats and timing; clear arcs and silhouettes; camera-aware staging

Cinematic & Technical: Camera & Layout, Postvis, Polish, Storyboarding, CG Animation Pipeline, Animation Tool Testing, Basic Rigging Knowledge, Traditional Animation Foundations

Collaboration & Workflow: Team Collaboration & Mentoring, Feedback Responsiveness, Problem Solving & Escalation, Adaptability, Time Management

## SUMMARY

Gameplay/Cinematic Animator with 7+ animator work experience, 4+ years on AAA titles, combining keyframe and motion-capture workflows with strong acting choices, posing, and timing. Proficient in Maya; familiar with engine preview workflows using UE5 Sequencer. Hands-on with additive layers and retargeting between matching rigs; comfortable in hybrid DCC-to-engine pipelines. Currently upskilling toward gameplay in UE5 (AnimGraph/Blueprint, state machines, BlendSpaces, root-motion).

- Delivered 20+ Fortnite trailers from blocking to final polish, demonstrating range across action, comedy, and dramatic acting shots
- Realistic body mechanics and weight: clean COG control, grounded foot contacts, clear arcs/spacing with readable silhouettes
- Clear, on-schedule collaboration with directors, technical artists and production across multi-shot sequences
- Authorized to work in the U.S.; Currently on H-1B; transfer only (no new lottery)

## EXPERIENCE

### FINALS ANIMATOR

07/2021 - PRESENT

#### Halon Entertainment (Glendale, CA)

- **3D cinematic and narrative character animation:**  
AAA Game Fortnite – 20+ cinematic trailers (Aug 2021 - Present)
- **3D character animation + storyboard revision:**  
Kerbal Space Program 2 (May - Jul 2022)
- **Postvis animation (layout, staging, rough timing, rough animation blocking):**  
Slumberland (Jul 2021)  
Aquaman and the Lost Kingdom (Jul - Aug 2021)
- Deliver high-quality cinematic character animation for 20+ Fortnite trailers using hand-key and mocap workflows (cleanup, retargeting, keyframe override, performance polish) in Maya and UE5
- Translate direction and acting reference into readable beats; maintain character consistency and storytelling clarity across sequences
- Adapt quickly to shifting style/notes; balance stylized appeal with grounded mechanics
- Collaborate with directors, supervising animators, production, and tech to uphold quality bars and schedule commitments
- Work across hybrid pipelines with Unreal and proprietary tools; contribute feedback to improve animation tooling and shot efficiency
- Support onboarding and knowledge-sharing; document tips/workflows for new team members
- Provide storyboard revisions and animatic builds (Photoshop, Premiere) to align intent from concept to final

### CG ANIMATOR

06/2018 - 07/2018

#### Oriental Creative Color Co., Ltd. (China)

- **3D character animation:**  
The Invasion of Awakening
- Animated Ming He, a main character in Awakening, across two episodes in Maya, integrating motion-capture data with keyframe polish
- Participated in mocap data capture and effectively implemented feedback throughout production

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## ACHIEVEMENT

### Industry Recognition

- Cinematic Animator, Fortnite AAA Trailers – Contributed to 20+ shipped cinematics
- Rookie Awards 2022 – Draft Selection (Animation Category)
- Featured Artist, VoyageATL

### Student & Independent Awards

- Tencent Star Man Award – Finalist (2014)
- Aniwow! China International Student Festival – Second Prize (2011), for *NingYan*
- Sixth Comic Star Award by Tencent – Nominee (2015), *Replication Forms of Me*
- Academy Award for Image – Third Prize (2016), *Black Dental Clinic*
- Communication University of China Scholarship – Third Prize (2012)

## LANGUAGES

Chinese - Native  
English - Fluent

### GRAPHIC DESIGN

01/2016 - 02/2016

#### Aubao Network Company of Hubei Province (China)

- Designed banners, UI elements, and broadcast-style visuals for seasonal events
- Produced layouts emphasizing typography, composition, and color balance, used in digital promotions
- Produced over 20+ product graphics and assisted in visual storytelling through web content

### POST-PRODUCTION & 2D ANIMATION INTERN

07/2015 - 08/2015

#### Golden Eagle Broadcasting SyStem (China)

- Participated in post-production for animated content on Hunan Broadcasting System
- Contributed to animated packaging and broadcast transitions for televised content
- Assisted pre-production crews with interview setups and program planning

### 2D ANIMATION INTERN

07/2014 - 08/2014

#### Hubei Province Bosom Friends & Cartoon Fans co.LT (China)

- Completed original character drawings and added in-between frames for 2D animation productions
- Gained hands-on experience with the full pipeline of a professional animation department
- Contributed to multiple animated projects as part of the studio's core drawing team

## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

2018 - 2021

#### Savannah, GA

- M.F.A. in Animation (GPA: 4.0)

### COMMUNICATION UNIVERSITY OF CHINA (CUC)

2012 - 2016

#### Beijing, China

- B.F.A. in Animation (GPA: 3.39)

## PROJECTS

### "TREASURE" (MFA Thesis Film)

03/2020 - 06/2021

- Director, scripting, look dev, storyboard, 2D&3D animation, lighting, rendering
- Directed and animated 2D/3D characters in a performance-driven narrative  
Developed acting choices and cinematic language to convey subtle emotional arcs

### "BEARLY" - SCAD ANIMATION STUDIOS

01/2020 - 05/2020

- Collaborated extensively with 52 team members across multiple departments at SCAD
- Contributed to layout and character performance animation in a large-scale CG production pipeline

### "DARK DENTAL CLINIC"

06/2015 - 06/2016

- Director, look dev, storyboard, 2D animator, and script writer

### "REPLICATIONS OF ME"

06/2014 - 06/2015

- Director and 2D Animator, leading a creative team of 4 artists

### "NINGYAN"

2011

- Author and illustrator of an original comic book