

Bingqing Li

CG Generalist

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Links: [Showreel](#) | [Website](#) | [Linkedin](#) | [IMDB](#)

Skills

Maya(Modelling, Shading, Lighting, Arnold), **Houdini**(Environment, Solaris, Karma, USD, Procedural modelling), **Nuke**(Keying, Tracking, AOV CG integration, Camera projection), **Unreal Engine**(Environment, Material, Lighting, Landscape&Foliage tool, PCG tools), **Substance Painter**, **Photoshop**, **After Effects**, **3D Equalizer**, **Nuke Studio**

Experience

National Film and Television School, Beaconsfield, UK 2024.01-2026.03

Main Projects at NFTS:

- **Cloud 99(VFX Supervision/CG Generalist)**: Supervised and captured VFX data during the shoot; made shoot plan for VFX scenes; created previz/postviz and all CG assets for the film; responsible for layout/lighting/rendering for most CG shots.
- **Drops from the Sky(CG Lead)**: Created part of the main Unreal environment for the VP shoot; worked in brain bar on set; designed and created the orb and dream sequence for the film.
- **Rogue two(VFX Artist)**: Involved in designing the droid; created part of droid model and rigged the droid; created CG air chamber door asset; worked as a compositor for two shots.

Toei Animation, Budapest, Hungary/ Los Angeles, USA 2021.06-2023.04

On-set VFX Data Wrangler & VFX Editor

- Worked for the feature film project '*Knights of the Zodiac*', produced by Toei Animation and Sony Pictures as the onset VFX Data Wrangler and client-side VFX Editor
- Onset: shoot VFX plates, capture VFX data, including camera information, HDRI, grey/chrome balls, photogrammetry, texture photos, etc.
- Post production: turnover 1000+ shots, temp comp, create automated tools for Avid and FileMaker, etc

Chasing the Light (24 Episodes TV series), Beijing/ Harbin, China 2020.12-2021.06

Editor

KYT (Animated Feature Film), Beijing, China 2021.01-2021.06

Technical Support (Remote)

- Designed and created the FileMaker animation project management system from scratch (budgeted version of shotgrid), linked the system with files on the local server with script tools.

Edko Films, Hengdian/ Beijing, China 2019.02-2020.12

On-set VFX Data Wrangler & VFX Editor

- Worked for the feature film project '*Soul Snatcher*', produced by Edko Films as the onset VFX Data Wrangler and client-side VFX Editor

749 Ju (Feature Film), Beijing/Chongqin, China 2018.06-2018.12

Pre-production: VFX production Assistant

On-set: VFX Data Wrangler

Phenom Films, Beijing, China 2018.03-2018.06

VFX Coordinator(Intern)

- Worked as VFX Coordinator for the Compositing department as an intern, worked on two feature film projects: '*Hidden Man*' & '*Xuebao*'; worked with Shotgun to manage shot status and feedback

Education

National Film and Television School, Beaconsfield, UK 2024.01-2026.03

MA in Visual Effects

CG Asset&environment creation(modelling, texturing, lookdev, scattering, lighting, rendering), Compositing, Previz, On-set shooting, Virtual Production

Beijing Film Academy, Beijing, China 2014.09-2018.07

BA in Film and TV photography and production (Digital Film Technology)

Film Art, Audio&Visual language, Editing, Color grading, Digital Film Production Workflow, C++ Programming, Computer Graphics, Digital Cinematography, Digital Visual Effects, 3D Filmmaking, Film Virtual Production