

Yige Bai

Graduate Student

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Objective

Yige Bai is a Digital and Interactive Artist, AIGC and Unity Developer, and Web Designer, He is eager to contribute his creativity and technical skills in an internship role. With a strong foundation in digital art and interactive media from Pratt Institute, He aims to apply my knowledge in VR/AR development, web design, and interactive installations in a dynamic professional setting.

Education

- **Pratt Institute**
 - Interactive Arts MFA (Aug 2022- May 2024)
- **Nanjing University of Posts and Telecommunications**
 - Digital Media Design BFA (Aug 2016 - June 2020)

Technical Skills

- Unity Development (VR, AR, and Game Project Experience)
- Software Proficiency in TouchDesigner, Cinema 4D, P5.js, and VCV Rack
- Web Design with a focus on UI/UX principles
- Arduino/ electronic devices
- Photoshop/ Illustrator / Premiere / After effect/ Nuke
- 3D Skills:Maya/ 3D max
- Html/ css/C#
- Nuke

Selected Projects

- **ToBeeOrNotToBee**
 - Spearheaded 'ToBeeOrNotToBee', a VR game that elevates awareness of bee life cycles and environmental impacts, resulting in an uplift in player knowledge of bee life. Initiated ground research

into bee life cycles, leading to innovative storyboard development that portrayed a bee's journey in VR, advising on character modeling and habitat design. Spearheaded the VR environment creation, integrating immersive interactions (grab, scene transitions, interactive objects), and was responsible for troubleshooting, ensuring a seamless player experience.

- **The Last Iceberg**

- Independently developed 'The Last Iceberg', a projection mapping project that artistically represents the urgency of iceberg melting, inspired by real-world documentation. Draw the storyboarding process, meticulously crafted animations in After Effects, and managed projector settings to simulate the melting process, leveraging TouchDesigner for dynamic recreation. This project combined technical expertise with a strong narrative to raise environmental awareness. Video documentation: [youtube.com/watch?v=zZbHoK5ay0s](https://www.youtube.com/watch?v=zZbHoK5ay0s)

- **Laplace's Machine**

- Independently developed 'Laplace's Machine', a cutting-edge VisionOs-based AR project that leverages world tracking and voice-activated ChatGPT interactions for an immersive user experience. Pioneered the integration of AI voice within a spatial context, analyzing Unity examples to adapt functionalities for VisionOs. Utilized prior knowledge in ChatGPT API integration, incorporating AI into the creative workflow, generating visuals with DALL-E, and modeling with Unity and Maya, to seamlessly deploy the project in VisionOs through Xcode.
- For a comprehensive list of my projects, including interactive installations and creative coding works, please visit my personal website: yigebai.com.

Courses And Skills:

Grad-Level

- Languages(p5.js and Unity in AR)
- Interactive Installations (TouchDesigner and VCV Rack)
- Creative Coding Studio (p5.js and HTML, CSS)
- Interactive Arts Studio (Arduino)
- Artist as Curator(Curating)
- 3D Modeling I(Maya)

- Digital Art Practicum(PhotoShop, Touchdesigner)
- Matte Painting with Nuke
- A.I. for Artists(A.I. Deployment and A.I. workflows)

UnderGrad-Level

- Video Editing and Special Effects (Adobe Pr and Ae)
- Webpages Design and Making(HTML, CSS)
- Basic Landscape Design (3DMax)
- Photographic Basics(Photography and Photoshop)