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[www.github.com/yigebai](http://www.github.com/yigebai)

# Yige Bai

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[www.yigebai.com](http://www.yigebai.com)

## EDUCATION

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### Pratt Institute

[Interactive Arts MFA](#) (GPA: 3.886/4)

Aug 2022 – May 2024

### Nanjing University of Post and Telecommunication

[Digital Media & Art BFA](#) (GPA: 3.03/5)

Sep 2016 – Jun 2020

## DESIGN SKILLS

- Arduino
- TouchDesigner
- p5.js
- Unity
- Maya
- Cinema 4D
- Adobe Photoshop & Illustrator
- Digital Photography
- Sketch

## CODING LANGUAGES

- HTML - Beginner
- CSS - Beginner
- Swift - Beginner
- Apple Vision Pro Development - Beginner
- C# - Beginner

## EXTRA STUFF

- Experience in Service Design
- Physical circuit construction
- Projection Mapping
- AI WorkFlow

## EMPLOYMENT

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### Creative Digital Designer, Intern Yantai Jiangyuan Machinery

May 2020 – May 2021

Executed creative Layout on the WeChat platform

Designed promotional materials including greeting cards, posters, souvenirs, and gift

Web pages and promotional ppt rebuilt according to the company's needs

### Second Prize Winner, National Advertising Art Design Competition

May 2019 – Jun 2019

Led a creative team as a group leader and creative director

Created compelling storyboards and conceptual designs; acquired skills in narrative and advertisement video editing

Conducted comprehensive brand and market analysis for Wahaha, leading to an effective strategy and target customer identification

## EXHIBITION

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### Stereopticon (Co-author) , Pratt DDA Gallery

Dec 2022

Dots, Lines, Faces, Color (Projection Mapping)

### Interactive Arts Show

Dec 2023

Red Stalactite (Interactive Installation)

## SELECTED PROJECTS

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Personal Website: [yigebai.com](http://yigebai.com) (for additional information and Projects)

### Nonlinear Evolution – AR Developer

Dec 2023 – May 2024

Engineered an AR experience with voice-activated interaction and AI integration, built on VisionOs.

Applied Unity, Maya, and ChatGPT API knowledge for content creation, ensuring compatibility with VisionOs via Xcode.

### Team Lead & Creative Director, ToBeeOrNotToBee – VR Game

Led a specialized team in creating an educational VR game to enhance understanding of bee ecology

Directed narrative development, from storyboarding to AI voiceovers, and sketched preliminary models for storytelling enhancement

Coordinated closely with team members responsible for environment and character modeling, ensuring unity in design and function.

### The Weight – Conceptual Designer

Originated a design exploration on the perception of weight, culminating in an interactive pottery installation

Conducted thematic research and applied innovative design thinking to create a mind map and develop initial concepts in Women's right

Crafted pottery with integrated sensory elements, simulating biological structures to provoke audience interaction and reflection of Abortion Laws

### The Last Iceberg – Projection Mapping Artist

Created a projection mapping installation highlighting the effects of climate change on icebergs

Crafted storyboards in Adobe Illustrator and animations to visualize the melting process from documentary

**World of the Wild | Episode 4: The Arctic** in After Effects and TouchDesigner