

Ganlin Yang

ACADEMIC BACKGROUND

Xi'an Jiaotong-Liverpool University

Suzhou, China

Bachelor of Filmmaking (Cinematography pathway)

09/2020 – 06/2024

Academic Performance: Strong Upper Second-Class Honours (65%), ranked top 15% within the degree programme.

Academic Publications:

- Yu, Z., Lo, C. H., Yang, G., Liang, H. N. (2024). Rethinking Defaults: Examining the Effects of Default Camera Height and Angle on Embodied Presence in Cinematic Virtual Reality. In: Rau, P. L. P. (eds) Cross-Cultural Design. HCII 2024. Lecture Notes in Computer Science, vol 14702. Springer, Cham.

Publications as Research Assistant:

Proficient in Unreal Engine (UE5) for producing 360-degree VR and traditional film content, assisting in defining experimental topics and workflows. Responsible for resolving technical issues in video shooting, editing, and demo scene creation, while analyzing audience perception differences between CVR and traditional cinema.

- Yu, Z., Lo, C. H., Niu, M., & Liang, H. N. (2023). Comparing cinematic conventions through emotional responses in cinematic VR and traditional mediums. In SIGGRAPH Asia 2023 Technical Communications (pp. 1-4).
- Yu, Z., & Lo, C. H. (2023). The Emotional Impact of Camera Techniques in Cinematic Virtual Reality: Examining Frame Shots and Angles. In Proceedings of the Future Technologies Conference (pp. 543-563). Cham: Springer Nature Switzerland.

WORK EXPERIENCE

Xinhua News Agency – Shanghai Branch

Shanghai, China

Video Producer & Editor

07/2024 – 09/2024

- Led the filming, production, and post-editing of various video reports covering cultural events and major incidents, such as the China International Import Expo and the 144-hour visa-free transit policy.
- Produced and published news videos with a cumulative viewership exceeding 1 million, receiving widespread attention and positive feedback.

Two Coppers (Feature Film Project)

Guiyang, China

Assistant Camera

10/2021 – 12/2021

- Assisted the Director of Photography in coordinating camera operations on set for a government-driven historical war film project centered on the theme of Chinese Red Army's Epic March, which is scheduled for cinematic release in Oct 2024. Played a key role in designing and planning lighting setups during pre-production, ensuring optimal lighting conditions for various scenes.
- Operated and fine-tuned camera exposure settings, actively contributing to the execution of complex camera movements in collaboration with the cinematographer. Managed and maintained camera equipment for the production team.

Xi'an Jiaotong-Liverpool University – University Marketing and Communications Office

Shanghai, China

Video Producer & Editor

03/2022 – 06/2023

- Responsible for video creation for the school's streaming media platform, including content planning and development.
- Participated in the production of multiple videos, including the Central Committee of the Communist Youth League's 2022 college entrance examination support short film: To the Students Heading for the Stars and the Sea, among dozens of other projects.

FILM PROJECT & ENTREPRENEURSHIP

Shadow of Greed (Short Film)

Director, Screenwriter, Director of Photography

06/2024

- A suspenseful thriller about betrayal and paranoia, set in a city at night, where the protagonist's greed leads her down a dangerous path as she is pursued by a shadowy figure. Achieved the highest score in the Cinematography course final project, using a budget of only \$200 with a five-person team.
- Executed all-night exterior shoots, utilizing extensive camera movement and low-key lighting to create a tense, atmospheric thriller. Designed complex shots to maximize the cinematic impact despite limited resources, pushing the boundaries of visual storytelling on a tight budget.

Down to the Rabbit Hole (Short Film)

Director of Photography

05/2024

- A psychological drama set in a confined elevator, where a man's pain and confusion grow as he interacts with other passengers, blurring the lines between reality and fantasy. Scored the highest grade (83) in the Directing course final, marking the first attempt at filming a complex ensemble scene in a confined space.
- Managed intricate handheld cinematography to capture the tension of the seven-character ensemble within the tight, elevator set.
- Established the visual tone inspired by Mondrian's color palette, using bold, high-saturation reds as a dominant visual element.

66.66 (Short Film)

Director of Photography

04/2024

- A coming-of-age drama set against the intense backdrop of China's college entrance exams, exploring friendship and pressures that test it. Led cinematography for complex classroom scenes with over 40 actors, using multiple Steadicam long takes with large-scale camera movements.
- Created a natural, bright visual style, making effective use of natural light as the primary source to enhance the realistic tone of the film.

40 Moments: Celebrating 40 Years of UAE-China Relations (Short Documentary)

Assistant Director

09/2024 – 10/2024

- Contributed to visual style and narrative structure design for the short film 40 Moments, a self-narrated piece by Jessie Lu commemorating 40 years of UAE-China relations. Developed a vintage aesthetic with warm, analog-style color grading to convey the UAE's spirit of hospitality and the theme of 'welcoming' of the documentary.

SKILLS AND QUALIFICATIONS

Skills: Certified User for Color Grading of DaVinci Resolve 18, Previs Pro, Previs Shot, Arri mini, Sony fx6, Ronin 4D, Film Developing