

Zhang Xizhe

Phone: 158-8448-7671 | Email: 1378137128@qq.com | Age: 22

EDUCATION

Beijing Film Academy, Beijing, China | 02/2022 – 09/2026

Major: Stage and Film Art Design / Bachelor's Degree

- Outstanding academic performance, ranked top 5% in class (top 3).
- Passed College English Tests CET-4 and CET-6; TOEFL: 108.
- Awards: University-level Scholarship, Excellent Student Leader, Excellent League Cadre, and Three-Good Student.

Screenplay "Mariana" (13-episode TV series) — Screenwriter; shortlisted for the 3rd Sci-Fi Planet Competition • Rising Star Support Program (hosted by Liu Cixin and Guo Fan).

INTERNSHIP EXPERIENCE

Alibaba (Tongyi Laboratory) — AI Model Technical Artist | 08/2025 – Present

- Tracked emerging trends in social media, art communities, and AIGC fields (e.g., new visual styles, creative formats, innovative applications) to identify valuable sources of inspiration and technological developments.
- Proposed new aesthetic systems and participated in data system construction (collection, labeling, evaluation). Also contributed to the video-generation model R&D cycle; responsible for LLM-based natural-language rewriting, including script rewriting and image/video prompt rewriting features for Wan2.5/Wan2.6 video generation.
- Conducted research on AI image/video generation tools; analyzed their functions, interaction logic, strengths/limitations, and identified potential opportunities. Led and guided the writing of Wan2.5/Wan2.6 promotional scripts; helped deliver features in Wan2.6 that expand prompts into complete storylines for 15-second video generation.
- Evaluated AI-generated visuals and provided optimization feedback in a "Design–Data–Evaluation–Feedback" loop. Worked closely with algorithm researchers to report data-quality issues and refine data-source retrieval based on product performance needs, supporting Wan2.5/Wan2.6 delivery.

Beijing Jingcai Time Cultural Media Co., Ltd. — AIGC Visual Art Design Intern | 09/2024 – 11/2025

- Researched AI film production workflows and related tools, promoting AI applications in film production. Used AI tools to enhance screenplays and analyzed audience trends and market potential. Deliverables: production exploration for AI short dramas "Guanfu Cat" and "Treasure Heist Squad."
- Directed the aesthetic direction of AIGC productions, enhancing emotional resonance and visual presentation. Built an end-to-end AI short-drama production workflow (script → storyboard → video → editing). Deliverables: a 4-episode AI short drama "Guanfu Cat" and a 3-episode AI short drama "Treasure Heist Squad."

- Assisted in film filing; founded an AI research group to regularly evaluate tool strategies and product features. Produced assets using AI tools (e.g., GPT-SoVITS, Midjourney), coordinated with key creators, reviewed scripts, and designed visual posters. Deliverables: character voice work for the film “Dunhuang Heroes” and poster design for the film “I Am What I Am.”

Beijing Yixin Technology Co., Ltd. — AIGC Animation Designer | 07/2023 – 09/2023

- Participated in the production of Hengyang Museum promotional films, Created animations , (character, background, and VFX) defining themes and visual styles, Researched and developed visual presentation styles informed by Tang and Song dynasty aesthetics; produced cultural documentaries including Huisi, Emperor Ku, and Yu King Stele, earning an Excellent Intern Award.
- Produced and published branded theme animations on streaming/social platforms. Deliverables: a series of animated shorts “Super Xiaoqiang,” Wukong-image narrative ad shorts, and feature tutorial videos; accumulated 10,000+ views across social media platforms.

Zhang Yimou’s Film Crew Silent Awakening — Stage and Film Art Designer | 03/2025 – 06/2025

- Concept Design: Participated in scene layout and atmosphere creation, integrating narrative and spatial functions to complete both 2D and 3D spatial compositions for street-style environments. Created scene concept illustrations based on the script to reflect the corresponding historical period and setting.
- Set Dressing & Location Scouting: Scouted and selected appropriate spaces based on actor blocking and shooting schedules. Deliverables: supported 150+ scenes and 30+ set-dressing builds/changes across locations including Shenzhen K11 (4,000+ m² per floor) and Vanke Yuncheng (400+ m² per floor), spanning stage builds, on-location modifications, and temporary exterior sets.
- Immersive Virtual Pre-visualization: Used Unity prototypes and AI-assisted drawing to reconstruct scenes and plan dynamic layouts; integrated VR devices for shoot pre-vis and iterated set/camera plans. Deliverables: a virtual blast-scene simulation to refine the on-set explosion plan.
- On-site Management: Supervised set construction and collaborated closely with the cinematographer and director to adjust visual setups for optimal filming results.

Director Li Muge’s Film Crew The Shining Badge — Stage and Film Art Designer | 01/2024 – 03/2024

- Storyboard Creation: Developed and organized storyboards according to script requirements to facilitate the filming process and visual coherence.
- Immersive Virtual Pre-visualization: Explored digital visualization methods beyond traditional set design, adhering to the “environment as narrative” principle—transforming set elements into layered storytelling nodes. Integrated VR devices for shoot pre-vis and iterated set/camera plans.

- **Concept Design:** Created scene concept illustrations based on the script, contributed to scene layout and atmosphere design, aligning spatial composition with narrative needs and completing both 2D and 3D treatments for street-style environments.
- **Set Dressing & Location Scouting:** Reconstructed appropriate 1980s China settings through concept art and site research; selected filming locations based on blocking and schedules. Deliverables: supported 150+ scenes and 30+ set-dressing builds/changes across Shenzhen K11, Vanke Yuncheng, etc., spanning stage builds, on-location modifications, and temporary exterior sets.

FILM AND PROJECT EXPERIENCE

- **"Embrace" — Art Director, Youth Film Studio Co., Ltd. (03/2023–05/2024):**

Developed visual concepts, managed props, and supervised on-site set design. Official selections include the 26th Shanghai International Film Festival, AFI FEST, FIRST Youth Film Exhibition, and Macau International Microfilm Festival.

- **"The Last Light" — AI Short Film (Producer & Coordinator, 01/2024–03/2024):**

Oversaw full production cycle from concept to delivery, coordinating with AI engineers and editors; presented in academic and industry exhibitions.

VOLUNTEER EXPERIENCE

- **Beijing Youth International Film Festival (ISFVF) Volunteer (2022–2024):**

Provided reception, coordination, and support during events for three consecutive years; gained experience in event management and film culture exchange.

- **United Nations Certified Volunteer (Sri Lanka, 2023):**

Participated in sea turtle conservation, beach cleanup, and ecological monitoring; certified by the Sri Lankan Education Department and the United Nations.

CAMPUS LEADERSHIP

- **Minister, Student Union Organization Department (2022–2025):**

Planned and coordinated major events such as the 3rd Beijing Film Academy Awards Opening Ceremony and the 40th Anniversary Gala of the China Film Education Society; led student leadership and Party education programs.

SKILLS

- **Languages:** Chinese (native), English (proficient; CET-4 & CET-6, TOEFL 108), French (reading and basic communication)
- **Software:** Adobe Suite (PR, PS, ID), Figma, Cad, Unity, UE5, Blender, SketchUp, V-Ray, Enscape, Midjourney, Stable Diffusion, Luma, Cursor, TouchDesigner.
- **Office Tools:** Microsoft Office (Word, PPT, Excel); experienced in report writing and layout design.