

Beaux Salix

(Caroline Beaux Salix Yong Hua Hu)

Filmmaker and Illustrator specialising in 2D traditional and digital animation, with experience in compositing, editing, sound design, composing, and visual development. Directed interdisciplinary projects and collaborated on multimedia performances, with an interest in experimental and narrative-driven work.

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<https://www.beauxsalix.com/>

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<https://www.linkedin.com/in/beauxsalix/>

EDUCATION

Brown | RISD Dual Degree Program

Providence, RI · 2026

BFA Film/Animation/Video

Rhode Island School of Design

BA Music

Brown University

University of the Arts London (UAL)

Study Abroad Summer: Illustration · 2023

California Institute of the Arts (CalArts)

Animation Intensive Program · 2020

SKILLS

Animation & Illustration

Direction, Concept Development, Storyboarding, 2D Traditional & Digital Animation, Compositing & Effects, Video Editing, Digital Illustration

Music & Sound

Sound Design, Film Scoring, Composition, Music Production, Audio Mixing & Engineering

Software Efficiency

Adobe Creative Suite (After Effects, Premiere Pro, Photoshop, Illustrator, Acrobat), TVPaint 12 Pro, Procreate, Dragonframe, Logic Pro X, Max MSP, Microsoft Suite (Word, PowerPoint, Excel)

Multimedia & Installation

Audiovisual Systems, Interactive Visuals, Projection Design, Installation Work, Set Design, Creative Production

Languages

English (Native), Cantonese (Native), Mandarin (Fluent)

SELECTED PROJECTS

The Hermit Crab (2026)

Senior Thesis Film

Director / Writer / Animator / Editor / Compositor / Sound Designer / Composer

Yellow Boat (2025)

Independent Experimental Film

Director / Animator / Visual Designer / Compositor / Editor / Sound Designer

Speak to Me (2023)

Independent Experimental Film

Director / Animator / Visual Designer / Editor / Compositor

CREATIVE EXPERIENCE

Creative Director & Multimedia Designer

Invisible Hand – Multimedia Dance Performance · Providence 2024

Conceived and directed the performance, leading a team of three in casting, scheduling, and spatial design. Created audio-reactive visuals using Max/MSP and Premiere Pro, arranged the score in Logic Pro X, and coordinated lighting cues for the live production.

Concept, Composer & Visual Artist

A King Who No Longer Dies – Progressive Rock Collaboration · Providence 2025

Developed the narrative concept and wrote the accompanying story for the project, collaborating on composition and production of the track while creating the cover artwork.

Concept & Visual Planner

Lost in Translation – Multimedia Performance · Providence 2024

Conceived the performance concept and developed audio-reactive visual systems using Max/MSP, collaborating with a partner responsible for audio programming to create an audiovisual performance exploring memory and language degradation.

Visual Programmer & Projection Manager

Providence Fringe Festival · Providence 2025

Created audio-reactive visuals using Max/MSP and edited final sequences in Premiere Pro for the multimedia performance *Promiscuous Metals*. Managed projection setup and worked closely with a team of Brown University PhD students to coordinate and troubleshoot the live production.

Freelance Illustrator

Album Artwork & Logo Design · 2019–Present

Develop custom album artwork for bands, aligning visual design with the band's musical themes for cohesive promotional use, and created distinctive profile pictures for music producers and artists, enhancing their brand identity across various social media platforms.

Campaign Creator & Designer

Let's Be Ecomaniacs – Fundraising Collaboration with Miss Sixty · 2020

Winner of the Mammals Matter T-shirt design competition; launched the *Let's Be Ecomaniacs* fundraising campaign, designing its visual identity and collaborating with Miss Sixty to produce hoodies, polos, and T-shirts supporting Ocean Park Conservation Foundation Hong Kong.

ADDITIONAL EXPERIENCE

Film Programmer

Ivy Film Festival · Providence 2022-2024

Reviewed and evaluated 300+ student film submissions annually with a team of programmers, deliberating in weekly meetings to select final screening line-ups and award recipients.

Event & Retail Assistant

Ding X CROCS Collaboration · New York Fashion Week 2025

Worked with designer Ding Yun Zhang in a three-person team to support the collaboration launch at the CROCS SoHo store, assisting with inventory, customer fittings, and sales of the new collection.

Senior Rep & RISD Rep

Hong Kong Student Association · Providence 2023-2026

Collaborate with a student leadership team to plan cultural and social events, coordinate cross-club initiatives, and organise community activities for Hong Kong students. Support event preparation and logistics while advising younger members on navigating academic and campus life.