

Resume

Jie Zhou

3D Environment/ Digital Matte Painter / Concept Artist

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Experience

Millfilm, Montreal, Canada

Key Artist - 3D DMP, Apr22-Mar.6.2019

2D/2.5D Matte Painting for Feature Film Projects

Digital Domain, Shanghai, China.

Remote Freelance Matte Painter, Apr1.2019-Apr12.2019

2D Matte Painting for Commercial

A52 VFX/Elastic.tv, Los Angeles, California, USA

Staff Matte Painter/Concept Artist, Jun.2017 – Mar29.2019

2D/2.5D/3D Matte Painting, Concept Art, Key Frame for Commercial, Sequence title, Film projects

The Mill, Los Angeles, California, USA

Staff Matte Painter, Aug.2015 - May.2017

2D,2.5D Matte Painting for commercial, game trailers

Halon Entertainment, Los Angeles California, USA

Intern Matte Painter, Concept Artist, May.2014 - Aug.2014

Concept Art for Film, game trailers

G-net, Los Angeles California, USA

Freelance Matte Painter, Mar.2014

2D Matte Painting for game trailers (Remote)

Timeaxis Digital Graphics, Hangzhou, Zhejiang, China

Matte Painter, Concept Artist, Feb.2012- Jul.2015

Matte Painting, Concept Art for TV, Film (Onsite/Remote)

Software: Photoshop, Maya, Vray, Nuke, Zbrush, Speedtree, Worldmachine, Vue

Workflow: 2D/2.5D/3D Matte Painting, Concept Art

Education

M.F.A., Academy of Art University, Department of Visual Effects

San Francisco, California, USA. Jun. 2012 - May. 2015

B.F.A., China Academy of Art, Department of Film and Television Advertising,

Hangzhou, Zhejiang, China. Oct. 2007- Oct. 2011

References:

Kirk Shintani/ Head of VFX/ A52/kirks@a52.com

Andy Hall/ Creative Director/ Elastic/andyh@elastic.tv

Gawain Liddiard / VFX Supervisor / The Mill /gawain@themill.com/+1(424)385 1633

Edward Entec Laag / VFX Art Director / The Mill / edlaag@themill.com

Kenzie Chen / CG supervisor /Digital Domain/ kzchen@gmail.com