

# ZHUN ZHANG

Zhun Zhang is a 3D artist with experience in VFX supervising and creative directing, specializing in photorealistic rendering, VFX compositing, and motion design.

## CONTACT

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## EDUCATION

### Centre for Digital Media

**Master of Digital Media** Sep 2021 - May 2023

Vancouver, Canada

**Courses:** Game Design  
Client projects I, II

### School of Visual Arts

**BFA Computer Art** Sep 2016 - May 2020

New York City, US

**Courses:** VFX Motion I, II, III, IV  
VFX Houdini FX I, II  
Computer Animation I, II  
Digital Sculpting

## TOOLS

### General Tools

Maxon Cinema 4D / Autodesk MAYA / Unreal Engine 4 & 5 / Substance Painter / Nuke / Adobe Suite / Yeti / Marvelous Designer / Blender / Mocha / PF Track / Davinci Resolve / Houdini / Zbrush / Octane / Redshift / Arnold / Ableton Live / FL Studio

## AWARDS

### The Rookie Awards 2020

Ranking "A" Production Skills Certificate

### The Rookie Awards 2020

Draft Selection

### School of Visual Arts

Films Of Distinction 2020

## EXPERIENCE

### CG Generalist

**Shape Shifters Game Corp** · Contract Full-time (Remote)

Aug 2022 - Dec 2022 · 4 mos

Vancouver, BC, CA

- Responsible for modeling in MAYA
- Lookdev with Substance Painter
- Layout and simulation in Unreal Engine 5
- Clean up mocap animation with MAYA HumanIK and UE 5 Metahuman workflow
- Composite Deepfake for Metahuman in Nuke

### 3D Artist, Unreal Generalist, Motion Designer, Look Dev & Sound Designer (Client Projects)

**Center for Digital Media**

Sep 2021 - Aug 2022 · 11 mos

Vancouver, BC, CA

- Responsible for character 3D modeling, and rigging in MAYA.
- Responsible for character animation.
- Supervise 3D pipeline.
- Troubleshoot motion capture technical issues.
- Responsible for environment design, 3D modeling, and layout.
- Lighting for the environment and each specific shot.
- Lookdev for 3D assets
- Responsible for props modeling, rigging, and animation for VR Game.
- Create 6 motion graphic prototypes in After Effects, with the UI asset that the designers created.
- Create 3D assets in MAYA for multiple Unity game prototypes.
- Create a game trailer in Unreal Engine 4 & 5 with Quxiel assets and Blueprint.

## **Creative Director & Motion Designer**

### **Freelance (Remote)**

Jun 2019 - Aug 2022 · 3 yrs

Vancouver, BC, CA

- Work in commercial and film projects.
- Work from pre-production to post-production.

### **Unnamed NYC · Freelance (Remote)**

Dec 2021 - Jan 2022 · 2 mos

Vancouver, BC, CA

- Responsible for all aspects except environment assets.
- Work in MAYA, Cinema 4D, Nuke, Marvelous Designer, Substance Painter, and Ableton Live.

### **Cabbeen Fashion, Ltd · Freelance (Remote)**

Jun 2021 - Jul 2021 · 2 mos

New York City, NY, US

- Supervise visual effects and CG animations on-set (virtual).
- Optimize assets for the environment in MAYA.
- Develop procedural texturing nodes for assets with Octane Render.
- Cinematic design and layout in Cinema 4D
- Lighting in Cinema 4D.
- Composite CG shots in Nuke
- Motion graphics design for the live-action shots in After Effects.

## **Beijing Huaying Yixing Culture Media Co., Ltd**

### **Freelance (Remote)**

May 2021 - Jun 2021 · 2 mos

New York City, NY, US

- Supervise visual effects and CG animations.
- Optimize models in MAYA
- Lookdev in Substance Painter.
- Cinematic design for CG shots in Unreal Engine 4 and Cinema 4D
- Match color and post effects of Unreal Engine shots and offline rendered shots in Nuke.

### **Qualcomm · Freelance (Remote)**

Jun 2020 - Jul 2020 · 2 mos

New York City, NY, US

- Cinematic Design in Cinema 4D.
- Asset modeling in MAYA.
- Lookdev in Substance Painter.
- Post color and composite in After Effects.
- Sound design in Ableton Live.

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## **Motion Graphic Designer (Intern)**

### **Ogilvy · Freelance (Remote)**

Jun 2019 - Jul 2019 · 2 mos

New York City, NY, US

- Motion graphics design in After Effects.