

## **Jie Zhou**

### **3D Environment/ Digital Matte Painter / Concept Artist**

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## **Experience**

Weta Digital, Wellington, New Zealand

Digital Matte Painter. Remote from Vancouver, Sept.2021-present

3D Matte Painting for Feature Film /TV Projects

Scanline VFX, Vancouver, Canada

Remote Digital Matte Painter, Sept.2020-Sept.2021

2D/2.5D/3D Matte Painting for Feature Film Projects

Millfilm, Montreal, Canada

Key Artist - 3D DMP, May.2019-Apr.2020

2D/2.5D/3D Matte Painting for Feature Film Projects

Digital Domain, Shanghai, China.

Remote Freelance Matte Painter, Apr.1.2019-Apr.12.2019

2D Matte Painting for Commercial

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

Staff Matte Painter/Concept Artist, Jun.2017 – Mar.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

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](mailto:A52/kirks@a52.com)

Kenzie Chen / CG supervisor /Digital Domain/ [kzchen@gmail.com](mailto:kzchen@gmail.com)