

Peter Zhaoyu Zhou

CG generalist/designer

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Profile *An innovative cg generalist/designer with a high level of technical proficiency that can be combined with his aesthetic sensibility to create appealing story-based content*

Skills Project Development, CG Lighting/Compositing, Previs/Layout/Animation, Modeling/Texturing, Graphic/Motion Design, Photography

Softwares Maya, Cinema4D, After Effects, Nuke, Premier Pro, Photoshop, InDesign, Illustrator, Arnold, V-Ray, Hyperion, Octane

Experience

Previs Artist/Animator, 03/2018 - Present
PIXOMONDO, Los Angeles, CA

- Utilize Maya to create previs shots and sequences for feature films and TV shows including *Goosebumps 2: Haunted Halloween*, *Star Trek: Discovery*, and *The Orville*. Duties includes camera layout, character staging, animation blocking, hardware rendering, and compositing

CG Generalist, 08/2017 - 03/2018
Imaginary Forces/Buck, Los Angeles, CA

- Created commercial animations such as *LEGO Star Wars*. Duties includes layout, character animation, lighting, rendering, and compositing

Apprentice Lighting Artist, 04/2017 - 07/2017
Walt Disney Animation Studios, Burbank, CA

- Trained using *Moana* shots under the mentorship of Disney lighting artist and Director of photography, duties includes lighting and rendering using software “Hyperion”, and compositing shots and sequences in Nuke

Artistic Development & Research Intern, 08/2015 - 12/2015
DreamWorks Animation, Glendale, CA

- Designed and modified graphics for DWA movies and assisted in studio events
- Experimented using *Premo* to animate DWA characters like *Panda Po*
- Developed researching skills to help the artists in production development

Design Intern, MGM Studios, Beverly Hills, CA, 01/2014 - 03/2014

- Designed and modified movie titles and posters for MGM films
- Created print and digital advertising material for platforms like Netflix and Amazon

Education **University of Southern California, School of Cinematic Arts** - 05/2017
MFA, Animation & Digital Arts

Films/Awards

Last Dance (Short Film) - Director, Designer
Sponsored by the *Fox Visual Effects Scholarship*

- Best Experimental Film - Richmond Intl Film Festival, USA
- Best Experimental Film - Miami Short Film Festival, USA
- Alternative Nominee - 44th Student Academy Awards, USA

Karma (Animated Short) - Director, Writer, Designer, Storyboard/CG Artist

- Distinction Award - 12th Athens Animation Festival, Greece
- Best Animation - Kuala Lumpur Eco Film Festival, Malaysia
- Best Animation - Asians on Film Festival, USA

Leadership

Studio Day President
School of Cinematic Arts, University of Southern California

- Lead to organize 2016 Annual Animation Studio Day career event by securing 28+ leading studios and companies in the animation/film/design industry