MONICA ZHOU

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PROFESSIONAL SUMMARY

Motivated and detail-oriented professional with a strong technical background in 3D visualization and interactive systems. Skilled in C#, Unity, AutoCAD, and 3ds Max, with experience translating complex ideas into efficient digital solutions. Passionate about innovation, structured problem-solving, and continuous learning in a technology-driven environment.

WORK HISTORY

3D ARCHITECTURAL VISUALIZER 01/2025 to Current
Visoo Emotive Imagery, Johannesburg, South Africa

- Created high-quality 3D visualizations for architectural projects using software such as Blender, SketchUp, and 3ds Max.
- Collaborated with architects to interpret design concepts and produce accurate renderings.
- Conducted research on emerging trends in architectural visualization to enhance skill set and output quality.
- Provided feedback on design adjustments based on visualization outcomes, supporting iterative improvement processes.
- Refined textures, lighting, and materials in renderings to achieve photorealistic results consistent with project vision.

TEACHER`S ASSISTANT 01/2024 to 12/2024
The Boiler Room, Centurion, South Africa

- Assisted teachers in preparing instructional materials and classroom activities.
- Supported students with learning tasks, enhancing comprehension and engagement.
- Collaborated with educators to implement individualized learning plans for diverse student needs.
- Provided timely feedback to students on their performance, allowing them to make adjustments as needed for continued improvement.
- Supported the lead teacher in developing curriculum materials, ensuring alignment with state standards and educational objectives.

DEVELOPER INTERN 06/2023 to 07/2023
The Boiler Room, Randburg, South Africa

- Developed and tested software applications using C# in Unity.
- Collaborated with team members to troubleshoot and resolve coding issues.
- Create solutions for complex concepts in the dynamic world of XR development.
- Assisted in maintaining documentation for software development processes.
- Participated in code reviews to ensure quality standards and best practices.

ACCOMPLISHMENTS

Pangolin Award 2022
Most innovative 2nd year project for game Design (Space Ranger Ribbet)
Lead Developer, UI & 3D Artist.

SKILLS

- Proficient in CSS and HTML
- C# development
- Experienced with Unity 3D development
- Proficient in Visual Studio Code
- Proficient in Git
- 3D rendering skills
- Experienced with Adobe Suite
- 3D Modeling expertise
- Collaborative teamwok
- Analytical problem solving
- Meticulous attention to detail

EDUCATION

Open Window Institute, Centurion
Post-Graduate Degree, Game Design, 01/2024 -12/2024

Open Window Institute, Centurion
Bachelor of Arts, Game Design (Focus skill Game Development), 01/2021 -12/2023

Open Window Institute, Centurion
Associate of Arts, 3D Animatio & Visual Effects, 01/2023 -12/2023