

Jamie Zhou

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EDUCATION

University of Michigan

Bachelor of Science, double major in Computer Science and Film, Television, Media

GPA: 3.985/4.000

Ann Arbor, MI

Expected May 2025

EXPERIENCE

Michigan Daily

Videographer

Mar. 2023 – Present

Ann Arbor, MI

- Led monthly meetings as the Summer Video Managing Editor, strategizing event coverage and providing expert guidance on effective videography techniques and event selection.
- Exercised strong editorial skills by meticulously reviewing and critiquing videos, offering constructive feedback to enhance overall quality, ensuring the delivery of compelling content aligned with organizational goals.
- Executed diverse video projects, including content on student health, Earth Day/environmental themes, and a long-term documentary series tracking an art student's creative process, showcasing versatility in storytelling and visual communication.
- Demonstrated technical proficiency using Adobe Premiere Pro for video editing and Lumix camera equipment for filming, ensuring the production of high-quality visual content for social media and other platforms.

Re:Build Manufacturing

Software Engineer Intern

May 2023 – Aug. 2023

Los Angeles, CA

- Implemented a feature to export JSON data to Excel format, enabling users to easily download and retrieve data.
- Established seamless frontend-backend interaction using SDKs and public/company-specific APIs.
- Utilized Jest and @testing-library for robust testing, ensuring bug prevention and adherence to best practices.
- Designed reusable React components with Bootstrap, engaged in pair-programming, and utilized Payload CMS for custom functionality.

Collaborative Lab for Advancing Work in Space

Web Developer and UI/UX Designer

Oct. 2022 – Present

Ann Arbor, MI

- Designed the frontend of the Mission Control Center using Figma, ensuring the seamless presentation of telemetry stream data in an aesthetically pleasing and user-friendly manner.
- Coordinated scrum meetings in cross-functional feature teams, streamlining work sessions, tracking attendance, assisting the product leader with project deadlines and checkpoints, and briefing all scrum members.
- Implemented side bars and developed features to display astronaut vitals (obtained from telemetry stream), enhancing the presentation of critical information.

PROJECTS

DNAVR | *Videographer, Unreal Engine 5, Unreal Blueprinting, Blender, Materials/Textures* Nov 2023 – Dec 2023

- Revolutionary way of learning about DNA transcription and translation through VR immersion.
- <https://jamizh.wixsite.com/dnavr>

Just Keep Swimming | *Director, Writer, Animator*

Jan. 2023 – April 2023

- Short animation: <https://shorturl.at/mtF15>
- Designed the character, plot, and setting using Procreate, and put the frames together in After Effects.

Mission Control Center | *React, Bootstrap, Figma, Web Socket*

Oct. 2022 – Present

- Web application facilitating communication among astronauts, and showcasing tasks related to extravehicular simulation.
- <https://www.youtube.com/watch?v=CDE8brlaWrQ>

The Thing Between Us | *Director*

Aug. 2023 – Dec. 2023

- Short film based on a book excerpt : <https://shorturl.at/benyG>
- Worked in a four-person team, and collaborated with writer, producers, and director of photography to create a cohesive short film.