JIUXIN ZHU

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WORK EXPERIENCE

Freelance Producer/Videographer/Editor, **Insider, Inc.**, New York, NY   April 2021 - present
- Wrote scripts and storyboards for tech tutorials in Google Docs after researching on given topics
- Recorded voice-over with Zoom H6 and screen recordings with OBS, then edited voice-over and music in Pro Tools and screen recordings in Adobe Premiere
- Delivered the final video to Tech Insider YouTube channel, which has 3.46M subscribers

Videographer, **Nonviolence International – NY**, New York, NY   September 2020 - present
- Created storyboards for Nonviolence International New York YouTube channel based on given scripts
- Collected archival footages on YouTube, UN Audiovisual Library, Motion Array, etc., casted voice-over and live action actors on Backstage, and created animations in Unreal Engine 4
- Edited videos in Adobe Premiere and Avid Media Composer

SKILLS

Proficient in Avid Media Composer, Pro Tools, Adobe Creative Suite (Premiere, After Effects, Photoshop, etc.), Davinci Resolve, Sony FS5/FS7, Canon 5D Mark IV, Zoom H6, OBS, Unreal Engine 4, OptiTrack, MotionBuilder, Linux, Windows, macOS, Arduino, HTML/CSS/JavaScript, C/C++, MS Office Suite and Google Workplace (G Suite)

EDUCATION

New York University, Tandon School of Engineering, New York, NY   May 2020
Master of Science, Integrated Digital Media
Relevant coursework: Fundamentals of Filmmaking, Fundamentals of Documentary, Emerging Technologies for Storytelling, B&W Photography

University of Chinese Academy of Sciences, Beijing, China   May 2018
Bachelor of Engineering, Computer Science and Technology

Australian National University, Canberra, Australia   Second Semester 2017
Study Abroad Program

ACADEMIC EXPERIENCE

The Light of Life (Real-time Rendering Animation)   June 2020
- Created a 2-minute animation with real-time rendering visual effects in Unreal Engine 4 for VR headsets using Sequencer and Blueprint
- Set up an SVN server with VisualSVN and Dynamic DNS for version control

Slam Dunk (Motion Capture Animation)   February 2020 – March 2020
- Created 2 characters in Fuse and MakeHuman and rigged them in Mixamo
- Utilized OptiTrack to record motion capture data and merged motion capture data and skeletal characters in MotionBuilder
- Set up virtual cameras and edited video sequence and basketball animations in Unreal Engine 4