

# JIUXIN ZHU

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## EDUCATION

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- 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

## SKILLS

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Proficient in Unreal Engine 4, OptiTrack, MotionBuilder, Linux, Windows, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Sony PXW-FS5 and PXW-FS7, Canon 5D, Arduino, HTML/CSS/JavaScript, C/C++, and MS Word

## WORK EXPERIENCE

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- Media Intern*, **Nonviolence International – NY**, New York, NY September 2020 - present
- Created storyboard, collected archival footages, recorded voiceover, and edited a 1-minute educational video on Adobe Premiere based on given scripts
  - Created graphic design for text-based Instagram posts with Canva

## ACADEMIC EXPERIENCE

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- Director*, **The Light of Life (Real-time Rendering Animation)** June 2020
- Created a 2-minute animation with real-time rendering visual effects in Unreal Engine for VR headsets
  - Set up an SVN server with VisualSVN and Dynamic DNS for version control, and collaborated with two game environment artists and an animation creator through the server
- Director*, **Slam Dunk (Motion Capture Animation)** February 2020 – March 2020
- Utilized OptiTrack to record motion capture data of an actor dunking basketball
  - Created 2 characters in Fuse and MakeHuman, rigged them in Mixamo, merged motion capture data and skeletal characters in MotionBuilder, and edited video sequence and basketball animations in Unreal Engine
- Director*, **Lovebirds (Short Film)** September 2019 – December 2019
- Created scripts, shot lists, shooting schedules and storyboards for a 4-minute drama, managed a budget under \$1000, casted 5 roles from Backstage, and collaborated with a professional make-up artist
  - Edited the film in Adobe Premiere, and adjusted the visual style of the ending into comic book style in Adobe After Effects
- Director*, **Photography is Harassment (Short Film)** March 2019
- Created scripts, shot lists, and shooting schedules for a 2-minute silent film, and designed a match cut for a pivotal transition between two events happened in different locations
  - Negotiated shooting schedules with owners of two locations, filmed under tight time limits, and created a strong closing shot with Adobe Photoshop