JIUXIN ZHU

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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

SKILLS

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

ACADEMIC EXPERIENCE

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

ADDITIONAL EXPERIENCE

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

Director, **Freedom (Short Film)**   February 2019
- Created scripts, shot lists, and shooting schedules for a 2-minute silent film
- Utilized green screen technique to bring flexibility for the selection of a crucial story component to post-production