Jie Zhou

3D Environment/ Digital Matte Painter / Concept Artist

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Experience

Weta Digital, Wellington, New Zealand
Digital Matte Painter. Remote from Vancouver, Sept.2021-present
3D Matte Painting for feature film/TV/game cinematic projects

Scanline VFX, Montreal - Vancouver, Canada Remote Digital Matte Painter, Sept.2020-Sept.2021 2D/2.5D/3D Matte Painting for feature film projects

Freelancing, Montreal, Canada Remote Digital Matte Painter, Concept Artist, Apr.2020-Sept.2020 2D/2.5D/3D Matte Painting for feature film/commercial/feature animation projects

Millfilm, Montreal, Canada Key Artist - 3D DMP, May.2019-Apr.2020 2D/2.5D/3D Matte Painting for feature film projects

Digital Domain, Shanghai, China. Remote Freelance Matte Painter, Apr.1.2019-Apr.12.2019 2D Matte Painting for commercial

A52 VFX/Elastic.tv, Los Angeles, California, USA
Staff Matte Painter/Concept Artist, Jun.2017 – Mar.2019

2D/2.5D/3D Matte Painting, Concept Art, Key Frame for commercial, sequence title, film projects

The Mill, Los Angeles, California, USA Staff Matte Painter, Aug.2015 - May.2017 2D,2.5D Matte Painting for commercial, game trailers

Halon Entertainment, Los Angeles California, USA Intern Matte Painter, Concept Artist, May.2014 - Aug.2014 Concept Art for film, game trailers

Timeaxis Digital Graphics, Hangzhou, Zhejiang, China Matte Painter, Concept Artist, Feb.2012- Jul.2015 Matte Painting, Concept Art for TV, Film (Onsite/Remote)

Software: Photoshop, Maya, Clarisse, Vray, Nuke, Zbrush, Speedtree, Worldmachine, Vue Workflow: 2D/2.5D/3D Matte Painting, Concept Art, Fine Art Painting.

Education

M.F.A., Academy of Art University, Department of Visual Effects San Francisco, California, USA. Jun. 2012 - May. 2015 B.F.A., China Academy of Art, Department of Film and Television Advertising, Hangzhou, Zhejiang, China. Oct. 2007- Oct. 2011