



JIE ZHOU

 mpjiezhou@gmail.com

 +1(310)923-8330

 San Francisco, CA 94025

PROFESSIONAL SUMMARY

With a fine art background and an inspiring education at the China Academy of Art, I set my sights on becoming a Matte Painter in 2012. After earning my master's degree at the Academy of Art University in San Francisco, I dedicated four years to full-time work in Los Angeles, primarily in commercials. In 2019, my passion for filmmaking led me to Canada, where I seamlessly joined a major film production pipeline. A decade into my journey as a digital matte painter, my enthusiasm remains as strong as day one.

PORTFOLIO

- www.jiezhouart.com

SKILLSET

2D/2.5D/3D Matte Painting, 3D Environment Generalist - Modeling, Texturing, Assembling, Lookdev, Slapcomp. Concept Art.

SOFTWARE

- UE5, Photoshop, Nuke, Maya, 3d Max, Houdini, Substance Painter, Vray, Arnold, Clarisse, Zbrush, Speedtree

EDUCATION

Academy of Art University
San Francisco, California • 05/2015

Master of Arts: Animation & Visual Effects

China Academy of Art
Hangzhou, Zhejiang • 10/2011

Bachelor of Arts: Department of Film and Television Advertising

EXPERIENCE

Freelance - Freelance Digital Matte Painter
Alameda, CA • 01/2025 - Current

- Delivered high-quality matte paintings and environment designs for freelance commercial and multimedia projects, ensuring client visions were met with creative and technical excellence.
- Designed and produced digital tutorials and course materials for matte painting training programs, covering industry-standard techniques, tools, and best practices for aspiring VFX artists.

Timeaxis Digital Graphics - Digital Matte Painting - Art Director
Hangzhou, Zhejiang, China • 03/2024 - 10/2024

- Oversaw the creative and technical quality of matte painting deliverables across multiple projects, ensuring consistency with the production's visual direction and client expectations.
- Provided mentorship and artistic guidance to the matte painting team, conducting regular feedback sessions and one-on-one reviews to elevate overall team performance.
- Led department training initiatives, developing and delivering instructional resources to enhance artists' skills in digital matte painting, projection techniques, and DMP pipeline tools.
- Acted as project lead for key sequences, collaborating closely with VFX supervisors, CG departments, and production management to maintain workflow efficiency and meet project deadlines.

China Academy of Art, School of Film Art - Digital Matte Painting Class Instructor
Hangzhou, Zhejiang, China • 03/2024 - 07/2024

- Led and instructed a class of 22 students over a 23-week intensive Matte Painting course, covering both foundational and advanced techniques with 2D, 2.5D matte painting workflows.
- Developed and provided comprehensive digital tutorials and learning materials to support class lectures and hands-on practice.
- Mentored students through the conception, development, and completion of their final personal matte painting projects, offering individualized feedback and guidance to enhance artistic and technical skills.

Scanline VFX - Senior Digital Matte Painter
Vancouver, Canada

- 10/2023 - 12/2023
- 2D/2.5D Matte Painting for feature film "Joker2"

Weta Digital - Digital Matte Painter

Vancouver, Canada • 09/2021 - 09/2023

- 3D Matte Painting, Environment Generalist for feature film, TV, game cinematic projects
- Marvel Miniseries
- Feature film " Shazam 2"
- Marvel Movie
- Marvel Movie " Gardien of Galaxy3"
- Apple+ TV series
- Blizzard game cinematic

Scanline VFX - Digital Matte Painter

Montreal - Vancouver, Canada • 09/2020 - 09/2021

- 2D/2.5D/3D Matte Painting for feature film projects
- Marvel Movie "Shangqi and Ten Rings Legendary"
- Feature Film "Don't Lookup"

Freelancing - Digital Matte Painter, Concept Artist

Montreal, Canada • 04/2020 - 09/2020

- 2D/2.5D/3D Matte Painting for feature film, commercial, feature animation projects

Millifilm - Key Artist - 3D DMP

Montreal, Canada • 05/2019 - 04/2020

- 2D/2.5D/3D Matte Painting for feature film "Finch"

A52 VFX/Elastic.tv - Staff Matte Painter/Concept Artist

Los Angeles, California, USA • 06/2017 - 03/2019

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

The Mill - Staff Matte Painter

Los Angeles, California, USA • 08/2015 - 05/2017

- 2D,2.5D Matte Painting for commercial, game trailers

Halon Entertainment - Intern Matte Painter, Concept Artist

Los Angeles, California, USA • 05/2014 - 08/2014

- Concept Art for film, game trailers

Timeaxis Digital Graphics - Matte Painter, Concept Artist

Hangzhou, Zhejiang, China • 02/2012 - 07/2015

- Matte Painting, Concept Art for TV, Film (Onsite/Remote)