

# Peter Zhaoyu Zhou

Visualization/Lighting Artist

323-448-6566

zzyfish89@gmail.com

petezhou.com

imdb.com/name/nm8773095

Previs Reel: [vimeo.com/315179606](https://vimeo.com/315179606), Password: 9868

|              |  |
|--------------|--|
| Skills       | Previs/Postvis, Character Animation, Camera Tracking, CG Lighting/Compositing, Modeling/Texturing, Graphic/Motion Design, Photography, Editing   |
| Applications | Maya, After Effects, PFTrack, Nuke, Premier Pro, Cinema4D, Photoshop, InDesign, Illustrator, Arnold, V-Ray, Hyperion   |
| Experience   | <p><b>Visualization Artist</b>, 03/2019 - Present<br/>MPC, Culver City, CA</p> <ul style="list-style-type: none"><li>• Previs and postvis for <i>Godzilla vs. Kong (2020)</i>, <i>Maleficent 2 (2019)</i>, and <i>Monster Problems (2020)</i>, Responsibilities include character and camera animation, camera tracking, rendering, and compositing</li></ul> <p><b>Visualization Artist</b>, 03/2018 - 03/2019<br/>PIXOMONDO, Los Angeles, CA</p> <ul style="list-style-type: none"><li>• Previsualized shots and sequences from storyboards and scripts for feature films and TV series such as <i>Goosebumps 2: Haunted Halloween (2018)</i>, <i>Star Trek: Discovery Season 2 (2019)</i>, <i>"The Orville" Season 2 (2019)</i>. Responsibilities include camera animation, character blocking, set dressing, final layout, rendering, and compositing</li></ul> <p><b>CG Generalist</b>, 08/2017 - 03/2018<br/>Buck, Imaginary Forces, Los Angeles, CA</p> <ul style="list-style-type: none"><li>• Created CG commercials such as <i>LEGO Star Wars</i>. Responsibilities include previs, animation, lighting, rendering, compositing, and assets preparation</li></ul> <p><b>Apprentice Lighting Artist</b>, 04/2017 - 07/2017<br/>Walt Disney Animation Studios, Burbank, CA</p> <ul style="list-style-type: none"><li>• Trained using <i>Moana</i> shots under the mentorship of Disney lighting artists and Director of photography, duties include lighting and rendering using software "Hyperion", and compositing shots and sequences in Nuke</li></ul> <p><b>Artistic Development &amp; Research Intern</b>, 08/2015 - 12/2015<br/>DreamWorks Animation, Glendale, CA</p> <ul style="list-style-type: none"><li>• Designed and modified graphics for DWA movies and assisted in studio events</li></ul> |
| Education    | <p><b>University of Southern California, School of Cinematic Arts</b> - 08/2017<br/>MFA, Animation &amp; Digital Arts</p>  |
| Films/Awards | <p><b>Last Dance (Short Film)</b> - Director, Designer<br/>Sponsored by the <i>Fox Visual Effects Scholarship</i></p> <ul style="list-style-type: none"><li>• Best Experimental Film - Richmond Intl Film Festival, USA</li><li>• Best Experimental Film - Miami Short Film Festival, USA</li><li>• Alternative Nominee - 44th Student Academy Awards, USA</li></ul> <p><b>Karma (Animated Short)</b> - Director, Writer, Designer, Storyboard/CG Artist</p> <ul style="list-style-type: none"><li>• Distinction Award - 12th Athens Animation Festival, Greece</li><li>• Best Animation - Kuala Lumpur Eco Film Festival, Malaysia</li><li>• Best Animation - Asians on Film Festival, USA</li></ul>  |
| Leadership   | <p><b>Studio Day President</b><br/>School of Cinematic Arts, University of Southern California</p> <ul style="list-style-type: none"><li>• Lead to organize 2016 Annual Animation Studio Day career event by securing 28+ leading studios and companies in the animation/film/design industry</li></ul>  |