

JOHNSON ZHU

3D ARTIST & DESIGNER

Education

SIMON FRASER UNIVERSITY · Vancouver, BC · 2014

*BA, School of Interactive Arts and Technology (SIAT)
Design and Media Arts Double Concentrations*

Experience

PixMob · Montreal, QC · 2022 - Current

Production Graphic Designer

- Creating branding, designs, and visuals for various branding and production.
- Working closely with clients such as NBA, Riot Games, and Skrillex to create bespoke experiences for their audiences at events and ceremonies.

VRIFY · Vancouver, BC · 2018 - 2022

3D Design Lead

- Manage, oversee, and supervise multi-functional 3D project team of 5+ colleagues
- Create fully interactive 3D presentation experiences and continual project life cycle support for the Resource and Exploration industry clients and investors

BLINK MEDIA · Vancouver, BC · 2018

Motion Graphics Designer

- Produced videos and animations with After Effects and Cinema 4D, with clients like Epson and Ocean's
- Managing and producing multiple motion design projects with 2D and 3D motion graphics

CLARIUS MOBILE HEALTH · Vancouver, BC · 2014 - 2018

Multimedia Producer

- Working closely with marketing director and CEO to promote the company through content creation
- Established company physical & online presence through videos, social media, and brochures
- Created 3D renderings and motion graphics on variety of media productions
- Filmed, edited, and published major ad campaigns and tutorials with 1M+ views on social media

FUKUI BYORA CO. LTD · Fukui Prefecture, Japan · 2012 - 2013

3D Corporate Identity Designer

- Identified and improved upon company identity with 3D designs and 2D imaging
- Designed and prepared engaging promotional materials from billboards to posters
- Created accurate CAD 3D models and realistic renderings from diagrams and blueprints

Skills

GRAPHICS & MOTION GRAPHICS

Proficient in Photoshop, Illustrator, InDesign, After Effects, Premiere, Final Cut Pro

3D MODELING & DESIGN

Proficient in Cinema 4D, SolidWorks, Maya, 3DS Max, KeyShot, Blender, Unity

Video Production, Camera & Lighting Operation, Photography, Traditional Media

Languages

Fluent in English, Mandarin, Cantonese, and conversational Japanese