

ROBERT ZHOU

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meepzh.com

American CFX TD

EXPERIENCE

Jan 2020 – Present
Montréal, QC, Canada

Method Studios | Character TD

- Create simulation and render setups for cloth, hair, jiggle, rigids, and muscles
- Led and trained the team on a feature as a temporary lead
- Wrote a Maya and Houdini deformer for rigidifying armor pieces in characters
- Support the technological development of the rigging and creature effects teams

Shows: Bloodshot, The Witches, For All Mankind Season 2, Halo Infinite, Loki, Ms. Marvel, Unannounced Film

Aug 2019 – Dec 2019
Vancouver, BC, Canada

MPC Film | Technical Animator (CFX)

- Performed cloth simulations, hair/fur dynamics, simulation setups, and finaling
- Enabled key artists to block in sequence-level looks with batch tools
- Resolved high priority software issues for the department

Films: Sonic the Hedgehog, Unannounced Pitch

Aug 2017 – Jul 2019
Vancouver, BC, Canada

MPC Film | Layout Department TD

- Managed the global camera pipeline transition to a rigged camera system through software, rigging, and artist support
- Supported "Ad Astra" as a layout artist, where I blocked in upstream assets, finalized animation, and streamlined workflows for the team

Films: A Wrinkle in Time, Skyscraper, Ad Astra, Aquaman, Detective Pikachu, Maleficent: Mistress of Evil, Sonic the Hedgehog

Aug 2016 – Dec 2016
Philadelphia, PA, USA

University of Pennsylvania | Teaching Assistant

- Produced the motion capture workflow and training material for the course
- Automated online homework submission from 60+ students

Aug 2015 – Oct 2015
Remote

Autodesk (Subcontractor) | Assistant Animator

- Supported the lead animator with modeling and character animation

SKILLS

Software: Maya, Houdini, Marvelous Designer, Qt, Katana, Linux, RenderMan, Nuke, Mari, Git
Languages: Python, VEX, C++, MEL, JavaScript, SQL, Bash

EDUCATION

Aug 2014 – May 2017
Philadelphia, PA, USA

University of Pennsylvania

BSE Digital Media Design, GPA 3.68

- Interdisciplinary program between the Computer & Information Science and Fine Arts departments

Aug 2013 – May 2014
New York, NY, USA

New York University

BA Computer Science