

ROBERT AL ZHOU

meep.zh@gmail.com
meepzh.com

Pipeline Technical Director

SKILLS

Languages Python, MEL, C++, JavaScript, SQL, C#, Bash
Frameworks Maya Python, PyQt/PySide, Unity, Express.js
Software Maya, Houdini, Nuke, MotionBuilder, Photoshop, Git

EXPERIENCE

- Aug 2017 – Present **MPC Film | Layout Department TD**
Vancouver, BC
- Manage the global camera pipeline transition to a rigged camera system:
 - Implement rigging solutions to address camera versatility
 - Ease adoption for both artists and developers with a centralized toolset, extensive APIs for manipulating the rigs, and accessible documentation
 - Upgrade ingestion tools to parse stereo animation and ambiguous metadata
 - Revamp batch camera and casting software for reliability and intuitive usage
 - Support artists in person with technical issues and tedious tasks
 - Assist other departments across software packages to resolve high priority concerns
 - Performed production layout work on *Ad Astra*
Wrinkle in Time, *Aquaman*, *Ad Astra*, *Detective Pikachu*, *Sonic the Hedgehog*, *Maleficent 2*
- May 2015 – Aug 2017 **University of Pennsylvania | Research Assistant**
Philadelphia, PA
- Developed a keyboard interface in Unity for touch typing in extended reality
 - Designed interactive walkthroughs and games for said keyboard
- Aug 2016 – Dec 2016 **University of Pennsylvania | Teaching Assistant**
Philadelphia, PA
- Produced the motion capture workflow for the course
 - Wrote learning materials for computer animation and motion capture
 - Automated online homework submission from 60+ students
- Aug 2015 – Oct 2015 **Autodesk (Subcontractor) | Assistant Animator**
Remote
- Supported the lead animator with modeling and animation
- Jun 2014 – Aug 2014 **ROAR for Good | Software Engineering Intern**
Philadelphia, PA
- Created web interfaces for data management and statistical analysis
- Jun 2013 – Aug 2013 **SnipSnap | Software Engineering Intern**
Philadelphia, PA
- Extended the administrative frontend with bulk manipulation features

EDUCATION

- Aug 2014 – May 2017 **University of Pennsylvania**
Philadelphia, PA *BSE Digital Media Design, GPA 3.68/4.00*
- Related Coursework: Computer Graphics, Computer Animation, Physically Based Animation, Advanced 3D Modeling, Computer Systems, Networks and Security
- Aug 2013 – May 2014 **New York University**
New York, NY *BA Computer Science*