

Dingyi(Dean) Zhou

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- ❖ 12+ years of video game animation experience and 10+ years of outsourcing experience.
- ❖ Expertise in character animation, mocap, rigging, game development, team management, outsourcing management, and art directing.
- ❖ Helped ship the most successful games, including Call of Duty Warzone mobile, Apex Legends Mobile, Final Fantasy XV: A New Empire, and Game of War.

EXPERIENCE

Lead Animator

Activision | Foster City, CA | April 2023 – November 2024 · 1 yr 8 mos

- Led a growing global located team working on MTX animation for "[Warzone Mobile](#)."
- Worked closely with riggers, animators, and vfx artists to push the art quality to the next level.
- Made animation briefs for the internal teams and OS.
- Supervised the OS character rigging work, setting up dynamic bones, and integrating MTX skins into the game.
- Built up an animation pipeline from scratch.
- Worked closely with riggers and modelers to optimize the rigging workflow for mobile, ease pain points, and speed up production.

Senior Character Animator

Respawn Entertainment | Los Angeles, CA | August 2022 – April 2023 · 9 mos

- Led the animation team working on "[Apex Legends Mobile Mobile](#)." (Game of the Year 2022 on both iOS and Android)
- Provided daily reviews for both motion capture and hand-keyed in-game animation.
- Planned animation ideas for skin entrances, emotes, skydives, etc.
- Directed the mocap shooting.
- Directed body acting, facial, and lip-sync animation for CG.
- Developed CG from storyboard to final render with the narrative team.

Senior Character Animator

Applovin Inc. | Palo Alto, CA | May 2020 – August 2022 · 2 yrs 3 mos

- Maya animated, rigged characters, and made particle VFX with the in-house engine for all living games like "[Final Fantasy XV: A New Empire](#)", "[Crystalborne: Heroes of Fate](#)", "[Game of War](#)", "[Mobile Strike](#)" and "[World War Rising](#)"
- Maya animated characters for unreleased projects.
- Collaborated with other artists and engineers to bring the best-looking art assets into games.

Senior Character Animator

MZ Inc. | Palo Alto, CA | June 2018 – May 2020 · 2 yrs

- Maya animated, rigged characters, and made particle VFX with the in-house engine for all living games like "[Final Fantasy XV: A New Empire](#)", "[Crystalborne: Heroes of Fate](#)", "[Game of War](#)", "[Mobile Strike](#)" and "[World War Rising](#)"
- Maya animated characters for unreleased projects.
- Collaborated with other artists and engineers to bring the best-looking art assets into games.

Senior Character Animator/Rigger

Phoenix One Games Inc. | San Francisco, CA | July 2016 – June 2018 · 2 yrs

- Maya animated and rigged characters/buildings for “[Guardian Kingdoms](#)”.
- Adobe After Effects animated videos for marketing.
- Created particle effects for the games.
- Worked with engineers to bring the best-looking art assets into games.

Senior Character Animator/Rigger

Kabam Inc. | San Francisco, CA | March 2014 – July 2016 · 2 yrs 5 mos

- Maya animated and rigged characters/buildings for an unreleased project.
- Flash animated characters/effects/UI for the “[Castle Age](#)” and “[Underworld Empire](#)”.
- Created particle effects for the games.
- Worked with engineers to bring the best-looking art assets into games.

Character Animator

PennyPop Inc. | San Francisco, CA | Nov. 2013 – March 2014 · 5 mos

- Flash key-frame animated the creatures/effects/UI for Battle Camp.
- Designed/set up the monsters in Adobe Illustrator.
- Adobe After Effects animated cinematic animation ads for the marketing team.

Character Animator

Red Robot Labs, Inc. | Mountain View, CA | Sept. 2012 – Oct. 2013 · 1 yr 2 mos

- Maya modeled, rigged, UV mapped, textured, and animated characters for an unreleased project.
- Flash designed and created animations for “[Life is Magic](#)”.
- Animated characters/effects within the platform's limitations.
- Worked with engineers to determine frame-rate parameters.

Mocap Animator

Mixamo Studio | San Francisco, CA | November 2011 – March 2012 · 5 mos

- Created animations with Motion Builder for the online motion database.
- Skillfully use Motion Builder's performance-related tool sets, cleaning up, characterization, constraints, motion blending, animation layers, pose controls, and story mode.

SKILLS & EXPERTISE

2D/3D Character Animation, 2D/3D Character Rigging, Motion Capture Animation, 3D nCloth simulation, Story-boarding, Character Design

SOFTWARE

- Autodesk Maya (Animation, Rigging, nCloth, Modeling, Texturing, UV Mapping)
- Adobe Photoshop, Flash, After Effects, Illustrator, Premier
- Autodesk Motion Builder (Cleaning up, Characterization, Constraints, Motion blending, Animation layers, Pose controls, and Story mode.)

EDUCATION

Academy of Art University | San Francisco, CA

Master of Fine Arts in Animation & Visual Effects, May 2012

Awards/Honors: Artwork was selected by the spring show every year.

Animation Workshop | San Francisco, CA

Studied with Jean-Denis Haas, an animator at Industrial Light & Magic.

Studied with Mike Makarewicz, Victor Navone, Rob Thompson, Terry Song, Bruce Kuei, and Raphael Suter, animators at Disney Pixar.

China Central Academy of Fine Arts | Beijing, China

Pre-M.F.A.in Experimental Animation and Film, May 2007

Bachelor of Fine Arts in Animation and Film, May 2006

Awards/Honors: Received Academy Award Scholarship for academic excellence.

LANGUAGES

English (Professional working proficiency)

Mandarin (Native proficiency)

WEBSITE

<http://www.dingyizhou.com/>

Online Demo Reel(2024) and Resume