

Dingyi(Dean) Zhou

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- ❖ 12 years of video game animation experience + 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 Apex Legends Mobile, Final Fantasy XV: A New Empire, and Game of War.

EXPERIENCE

Senior Character Animator

Respawn Entertainment | Los Angeles, CA | August 2022 – January 2023

- Led a co-dev animation team to deliver all the animations for "[Apex Legends Mobile](#)." (Game of the Year 2022 on both iOS and Android)
- Drove daily reviews for both motion capture and hand-keyed in-game animation.
- Led the ideation process for animations, including skin entrances, emotes, skydives, etc.
- Directed the mocap shooting.
- Directed body acting, facial, and lip-sync animation for both in-game animations and cinematics.
- Art-directed cinematics from storyboard to final render with scripts provided by the narrative team.

Senior Character Animator

Applovin Inc. | Palo Alto, CA | May 2020 – August 2022

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

- Animated and rigged characters with Maya, as well as created particle VFX with the in-house engine for games including "[Final Fantasy XV: A New Empire](#)," "[Crystalborne: Heroes of Fate](#)," "[Game of War](#)," "[Mobile Strike](#)," and "[World War Rising](#)" from preproduction to live-op phase.
- Provided various character animations for other unannounced projects.
- Collaborated with other art disciplines 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

Kabam Inc. | San Francisco, CA | March 2014 – July 2016

- Animated and rigged characters/buildings with Maya for "[Guardian Kingdoms](#)."
- Animated and rigged characters/buildings with Maya for an unannounced project.
- Flash animated characters/effects/UI for the "[Castle Age](#)" and "[Underworld Empire](#)."
- Created particle VFX for all games made by the studio.
- Created animated promotion videos for the marketing kits with Adobe After Effects.
- Collaborated with other art disciplines and engineers to bring the best-looking art assets into games.

Animation Director

GameVision Studios | Chicago, IL | March 2015 – Present

- Art directed and led multi-animation teams.
- Provided feedback for daily internal reviews.
- Provided technical support and troubleshoot all issues between art and engine.
- Worked with the directors of the world's most famous IPs, such as Disney, Marvel, and Star Wars, to deliver high-quality animations that are on brand.

Character Animator

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

- Animated the creatures/effects/UI with Adobe Flash for "Battle Camp."

- Designed/set up the monsters in Adobe Illustrator.
- Created animated promotion videos for the marketing kits with Adobe After Effects.

Character Animator

Red Robot Labs, Inc. | Mountain View, CA | Sept. 2012 – Oct. 2013

- 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.

Character Animator

The Base Studio | Foster City, CA | April 2012 - May 2012

- Maya key-frame animated characters for a short film titled “Call of Dude.”
- Collaborated with other animators to create a character performance process.

Mocap Animator

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

- 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.

Cinematic Character Animator

Anitime Studio | San Francisco, CA | January 2011 – May 2013

- Animated characters with Maya for a VFX short film titled “[Kui](#).”
- Animated realistic creatures with Maya for a VFX short film titled “[Storm in Sight 2: Battle in San Francisco](#)”.

SKILLS & EXPERTISE

2D/3D Character Animation, 2D/3D Character Rigging, Mocap, 3D nCloth simulation, Story-boarding, Character Design, Animation Team Management, Art Directing, Animation Pipeline/Planning/Estimate, Outsource Supervision.

SOFTWARE

- Autodesk Maya (Animation, Rigging, nCloth, Modeling, Texturing, UV Mapping.)
- Adobe Photoshop, Flash, After Effects, Premier, Illustrator.
- 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 the Animation & Visual Effects, May 2012

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

Animation Workshop | San Francisco, CA

Trained under Jean-Denis Haas, an animator at Industrial Light & Magic.

Trained under 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

Both Online Demo Reel(2023) and Resume can be found on

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