

Zikang (Jack) Chen

Virtual Production | VR developer | Filmmaker

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www.jackchen.art

SKILLS

Game Engines & 3D

- Unreal Engine
- Unity
- Cinema4D

Film & Video

- Adobe After Effects
- Adobe Premiere
- Cinematography

HCI

- P5.js
- C#
- Arduino
- MIDI & OSC protocols

UI & 2D Graphics

- Figma
- Adobe Photoshop
- Adobe Illustrator

AWARDS & EXHIBITIONS

- CULTUREHUB Re-Fest 2022
- NEWVIEW XR Awards 2021 Finalist
- New York Flash Film Festival 2021
- Sydney Science Fiction Film Festival 2021
- Chinese American Film Festival 2021
- NYU ITP/IMA Winter Show 2020
- Berlin Sci-Fi Film Festival 2020
- Oxford International Short Film Festival 2020
- China International Conference of Science and Education 2019

EDUCATION

New York University - Tisch School of the Arts (May 2022)

Master of Professional Studies - Interactive Telecommunications Program (HCI)

Emily Carr University of Art and Design (Apr 2019)

Bachelor of Fine Arts - Film, Video + Integrated Media

EXPERIENCE

- Virtual Influencer Project Manager** 01.2022 - Present
UniTTEC Co. Ltd.
Organize and conduct research with a team of creative technologists and 3D artist to create a virtual human influencer to represent a city's public transit facilities in Zhejiang, China.
- Virtual Production Integrator** 12.2021 - 02.2022
Dark Tower Films
Integrate 3D environments made inside Unreal Engine onto the LED volume and animate metahumans for the production of the short film "Lion and the Firebird" directed by Daniel Byers.
- Game Design & Virtual Reality Research Intern** 09.2021- 02.2022
Astrea Media
Conduct research and assist with game development in Unreal Engine for a cross platform XR game aimed at helping users to reduce their carbon footprint.
- Video Communications Specialist** 10.2021 - Present
New York University C2SMART Civil Engineering Department
Produce documentation and promotional video contents for the research conducted at the department.
- Virtual Reality Post Production Intern** 10.2021- Present
CreatorUp
Research post-production techniques of VR video production using Unreal Engine and traditional video editing software. Assist with VR video presentations with clients.
- Media Content Producer** 02.2021 - Present
Spatial Dynamics Design LLC
Produce video and photographic contents for the Brooklyn based innovation and design agency.

LANGUAGES

- ENGLISH (NATIVE)
- CHINESE MANDARIN (NATIVE)