

Zikang (Jack) Chen

Virtual Production | VR developer | Filmmaker

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www.jackchen.art

EDUCATION

New York University - Tisch School of the Arts

Master of Professional Studies - Interactive Telecommunications Program (HCI)

Emily Carr University of Art and Design

Bachelor of Fine Arts - Film, Video + Integrated Media

SKILLS

Game Engines & 3D

- Unreal Engine
- Unity
- Cinema4D

Film & Video

- Adobe After Effects
- Adobe Premiere
- DaVinci Resolve

HCI

- P5.js
- C#
- Arduino

UI & 2D Graphics

- Figma
- Adobe Photoshop
- Adobe Illustrator

EXPERIENCE

12.2021 - 02.2022

Virtual Production Integrator

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.

09.2021- Present

Game Design & Virtual Reality Research Intern

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.

10.2021 - Present

Video Communications Specialist

New York University C2SMART Civil Engineering Department

Produce documentation and promotional video contents for the research conducted at the department.

10.2021- Present

Virtual Reality Post Production Intern

CreatorUp

Research post-production techniques of VR video production using Unreal Engine and traditional video editing software. Assist with VR video presentations with clients.

02.2021 - Present

Media Content Producer

Spatial Dynamics Design LLC

Produce video and photographic contents for the Brooklyn based innovation and design agency.

12.2019 - Present

Founder, Photographer, Videographer

UKP Portraits

Founder of Photography Studio. Produced editorials for various clients. Freelance video projects for a variety of clients. Fashion editorials Published on multiple magazines.

PROJECTS & EXHIBITIONS

"Ambient Divergence" (Virtual Reality Experience, 2021)

- NEWVIEW Awards 2021 Finalist

"Remember Me" (Short Film, 2021)

- New York Flash Film Festival 2021
- Sydney Science Fiction Film Festival 2021
- Chinese American Film Festival 2021

"Cycle of the Universe" (Interactive Visualization, 2020)

- NYU ITP/IMA Winter Show 2020

"Employee 515" (Short Film, 2020)

- 2020 Be Still Media Competition Finalist
- 2020 Berlin Sci-Fi Film Festival

"Beyond Existence" (Short Film, 2019)

- 2020 Oxford International Short Film Festival
- 2019 China International Conference of Science and Education
- "The Show" at Emily Carr University 2019 - Best Production Design

FILM SETS

2017 - 2020



Camera Assistant

Vancouver Film Industry

- Various film projects, films exhibited at:
 - Seoul International Short Film Festival
 - Vancouver International Film Festival

2016 - 2020



Grip & Lighting

Vancouver Film Industry

- Various film projects, films exhibited at:
 - Vancouver Asian Film Festival
 - Whistler Film Festival

2018 - 2020



Production Assistant

Vancouver Film Industry

- Various TV show & commercial projects

LANGUAGES

- ENGLISH (NATIVE)
- CHINESE MANDARIN (NATIVE)