Chongjia Zhang
3D Artist

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PROFESSIONAL EXPERIENCE

Mokuni LLC – Middle Village, NY
Feb 2023 - Present
Lead 3D Artist

- Lead end-to-end 3D character development across game projects, from character design and modeling to texturing, rigging, animation, and Unity integration.
- Establish a four-tier character production framework (Tier 0–3), defining visual complexity and animation requirements based on character importance and gameplay needs.
- Develop modular character customization, facial expression, and animation systems to support diverse character appearances and behaviors.
- Prototype and implement character interactions and gameplay features in Unity, integrating animations, state machines, and character behaviors.
- Collaborate with designers and programmers to optimize character assets, streamline production workflows, and ensure consistent visual quality.

Animation Film Geb - *New York, NY*
Jan 2023 - Apr 2023
Animation Lead

- Led character animation production, overseeing animation quality and visual consistency throughout the project.
- Contributed to an award-winning animated film recognized at international film festivals.

JCFS CHICAGO - *remote*
Nov 2022 - Feb 2023
Freelance Animator

- Designed storyboards, animated characters, and edited 2D content, exceeding client expectations.
- Actively participated in project discussions and incorporated client feedback to meet demanding deadlines.

My Active Driveway - remote
Sep 2022
3D Intern

- Responsible for designing objects, 3D modeling, texturing and UV work.
- Applied 3D techniques to create stylized and detailed models for the Maryland Lottery Game of Life animation project.

Animation Film JOY- *New York, NY*
May 2021 - May 2022
Director

- Directed the full production of a 3D animated short film, overseeing story development, modeling, texturing, character animation, and production management.
- Earned multiple film festival awards and official selections for the completed film.

AWARDS & RECOGNITION

2022:

- The IndieFEST Film Award Animation Award Winner
- ARFF Paris Best Animation Award Winner
- Top Shorts Best Animation Winner
- Los Angeles Film Awards Animation Winner
- Portland Film Festival Official Selected Animation

2023:

- Kids Film Festival Official Selected Animation
- New York Film Awards Best Visual Effects
- Festigious International Film Festival Best Trailer
- Los Angeles Film Awards Best Trailer

EXHIBITIONS & EVENTS

2024:
Game Developers Conference (GDC) - San Francisco, CA
Exhibitor, New York State Pavilion, sponsored by Empire State Development
Anime NYC - New York, NY
Exhibitor & Studio Representative, Mokuni LLC
2025:
Tokyo Game Show (TGS) - Tokyo, Japan
Exhibitor, New York State Pavilion, sponsored by Empire State Development
NYC Video Game Festival - New York, NY
Exhibitor & Studio Representative, Mokuni LLC
2026:
NYC Video Game Festival - New York, NY
Exhibitor & Studio Representative, Mokuni LLC

EDUCATION

2020-2022
School of Visual Arts - *New York, NY*
Master of Fine Arts, Computer Arts

2016-2019
School Of The Art Institute Of Chicago - *Chicago, IL*
Bachelor Of Fine Arts, Animation