

Chongjia Zhang

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Skills And Tools

- 2D Animation
- 3D Animation
- Storyboard
- Character Design
- Texturing
- 3D Modeling
- Compositing
- Rigging
- Lighting
- Look Development
- Production Management
- Basic Python Coding
- Maya
- Nuke
- Cinema 4D
- ZBrush
- Substance Painter
- Clip Studio Paint
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere
- Adobe Illustrator
- Toon Boom Harmony
- Toon Boom Storyboard

Education

05/2022
Master Of Fine Arts, Computer Arts
School Of Visual Arts, New York, NY

- GPA: 3.9

08/2019
Bachelor Of Fine Arts, Animation
School Of The Art Institute Of Chicago, Chicago, IL

Exhibitions

2018 | "Mutton Chops", Free Range, 3257 W Lawrence Ave, Chicago
2019 | Spring BFA Show, Sullivan Galleries, 7th Floor, Sullivan Building, Chicago
2022 | SVA Thesis Screening, SVA Theatre, New York

Experiences

- 3D Internship at My Active Driveway (Sep. 2022)
Create 3D modeling and texturing of objects for the Maryland Lottery Game of Life animation project.
- 2D Freelance Animator (Nov. 2022-Now)
Create 2D animation for JCFS Chicago Smart Kids project.

Awards

2016-2019 | Scholarship, School of the Art Institute of Chicago
2020-2022 | Scholarship, School of Visual Arts
2022 | MFACA Award
2022 | The IndieFEST Film Award Animation Award Winner
2022 | Oniros Film Awards® - New York Best Student Film
2022 | 2022 ARFF Paris Best Animation Award Winner
2022 | Rookie Award 2022 Finalist
2022 | Top Shorts Best Animation Winner
2022 | Los Angeles Film Awards Animation Winner
2022 | Festigious International Film Festival Best Animation Short