

Everett Zhang

3D Animator



Open to Relocation

References available upon request

Contact

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www.everettzhang.art

Skills

Hand-Keyed Animation
Motion Capture Animation
Compositing
Figure Drawing
Illustration
Prop Design
Rough 2D Animation
Adaptability
Communication
Conflict Resolution
Editing/Proofreading
Detail Oriented
Organization
Time Management

Software

Autodesk Maya
Autodesk Shotgrid/Flow
Adobe Creative Suite
Clip Studio Paint
Litera Compare
Microsoft Office Suite
OmniPage
Syncsketch
Nuke
Vegas

Achievements

Academic Achievement Scholarship (2018-2023)
Dean's List (2018-2023)
Community of the Year (2022)

Work Experience:

A Charity Organization

Nov 2023 – Dec 2023

3D Animator

Created complex VR-ready creature transformation animation using Autodesk Maya, creating a seamless transition through three separate rigs from all angles
Exported FBX file for implementation in Unreal Engine 5
Worked closely with producer and director to complete assignment within a one-week turnaround time

Williams Lea

Sept 2020 – present

Dual Proofreader/Document Processor

Proofread legal documents for grammar, clarity, and consistency, as well as specific tasks such as defined terms checks and cross-reference checks
Extensively utilized both firm-specific and native tools in Microsoft Office Suite apps to convert and reformat documents for stability and usability, reformat presentations into the firm's new design standards, and related document processing tasks, such as transcription, data entry, revisions, and creating binders
Proactively offered suggestions and alternative solutions to improve workflow for time-intensive jobs

Savannah College of Art and Design

Aug 2021 – June 2023

Resident Assistant

Strengthened and encouraged community bonds among residents through creative programming and collaborating with other resident assistants to foster an inclusive and welcoming environment in our freshman area
Facilitated conversations between residents to resolve conflicts and offered solutions that were both satisfactory and mindful of residents' rights within their living space
Hosted office hours and on-call duty nights, during which I was residents' prime point of contact for emergent situations such as personal safety concerns, roommates creating unstable living conditions, and building maintenance
Assessed situations and documented details in reports for professional staff in departments such as residence life and housing, security, and Title IX, often accompanying the student until support arrived and remaining on standby as needed, and following up with the student to ensure the situation had been resolved

Collaborative Projects:

SnowBugs: Jenny Schuermann

Dec 2023 – present

Served as a character designer, animator, and animation lead on a stop motion-stylized 3D animated short

Bluey "Sleepytime" Reanimated

Nov 2023 – present

Served as a 2D animator on a large fan-directed passion project, with responsibility for the entirety of my assigned shot including backgrounds and compositing

The Last Dungeon: Alexandra Young

Sept 2022 – June 2023

Served as a layout artist and 3D animator for a tabletop RPG-inspired stylized animated film, rendered in Unreal Engine

Goro Goro: Ryotara Sawada/Agatha Tiara Christa

July 2022 – June 2023

Served as a concept artist, layout artist, 3D animator, and composer for a 3D animated short film inspired by Japanese thunder gods with manga-inspired visuals

Awards:

Alexander Ink Printmaking Exhibition: Juror's Choice

Sept 2023

Awarded to lithograph print "Noon"

Savannah College of Art and Design: RA of the Year

May 2022

Awarded for exceptional performance and dedication in my role

Education:

Bachelor of Fine Arts in Animation, *summa cum laude*

Sept 2018 – June 2023

Savannah College of Art and Design – Savannah, GA

Courses of study included:

Design, Communication, Business, Writing, Technical Animation, Printmaking