

# Zikang (Jack) Chen

Virtual Production | VR developer | Filmmaker

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## EDUCATION

### New York University

Master of Professional Studies - Interactive Telecommunications Program (HCI)

### Emily Carr University of Art and Design

Bachelor of Fine Arts - Film, Video + Integrated Media

## SKILLS

### Media Production

- Unreal Engine (Virtual Production & VR)
- Adobe After Effects
- Adobe Premiere
- DaVinci Resolve
- Cinema4D
- Cinema Cameras & DSLR cameras

### Human Computer Interaction

- Unity / C#
- P5.js
- Arduino

### UI / 2D Graphics

- Adobe Photoshop
- Adobe Lightroom
- Adobe Illustrator
- Figma

## EXPERIENCE

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.

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.

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.

09.2020 - 12.2020

### Video Producer Kenji ROI Marketing Agency

Produce product videos for the marketing agency. Communicate with creative director and apply revisions based on client feedback.

## 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

## TEACHING

2018 - 2021



### Instructor

Elgin Art Studio

Organized and conducted the studio's Art History & Video Production classes with students aged 13-17.

2017 - 2020



### Teaching Assistant

Digital Media Academy

Teaching Assistant for the "Intro to Filmmaking" course for students at the DMA University of British Columbia camp in summer 2018

## LANGUAGES

- ENGLISH (NATIVE)
- CHINESE MANDARIN (NATIVE)