JIMMY MINJIE ZHU

Senior VFX & DI Finishing Editor

Senior VFX Editor and DI Finishing Editor with extensive experience in international post-production settings. Additionally, demonstrating expertise in ACES colour pipeline and scripting for automation. Creative mindset with a technical background.

EXPERIENCE

Senior VFX Editor

Scanline VFX

- Ingesting client's turnovers and conforming project edit timelines
- Maintaining ShotGrid database with lineups and countsheets information
- Updating cuts with the latest versions, both for internal and client's minicut
- Delivering packages to clients for dailies and final submissions
- Developing automation tools to boost productivity for the editorial team
- Leading training sessions covering AVID, Nuke, colour and imaging pipeline

Technical VFX Editor/Colourist

Goodbye Kansas Studios

- Conformed the edits from the animatic, mocap to final comps
- Scripted OCIO color and ftrack delivery configurations for the VFX pipeline
- Created comparison plates with retime. repo in Nuke for client's approvals
- Colour Graded full CG cinematic game trailers

DI Finishing Editor

Animal Logic

- Managed a high volume of 1400+ VFX shots on a daily basis in Baselight
- Scripted in Sikuli, a GUI automation tool, to automate repetitive tasks
- Visualized the editorial changes by using advanced Excel formulas
- Created theatrical and Dolby Vision HDR deliverables

DI Finishing Editor/DI Engineer

Roush Media

1 09/2016 - 2019

- P Burbank, California
- Conformed the edits in Baselight, Davinci Resolve and Nucoda
- Wrote custom ACES colour space transform scripts for use in VFX pipelines
- Created final deliverables in various formats, including DCP, SDR and HDR
- $\bullet\;$ Workstations system maintenance, SDI Routing and general post IT

Online Editor/Colourist

Freelance at various companies

2016 - 2019 Los Angeles, California

- Performed colour grading and online editing on a variety projects
- Facilitated grading sessions with clients to achieve their creative visions

PROFICIENCIES

Software

AVID Hiero/Nuke Studio Baselight Davinci Resolve
ShotGrid ftrack RV Deadline Adobe Nuke Nucoda

Programming

Python PyQt Git JSON YAML Shell Sikuli

Colour and Imaging

ACES OCIO CDL LUT DCTL FFmpeg Dolby Vision HDR

Others

<u>Linux Windows Mac General Post IT DCDM IMF DCP</u>
<u>Aspera FTP NAS SAN LTO Terrablock Christie Barco</u>

ADDITIONAL EXPERIENCE

Full Member

British Academy of Film and Television Arts (BAFTA)

06/2023 - Ongoing

National Active Member

Academy of Television Arts & Sciences (Emmys)

m 03/2023 - Ongoing

• Active voting member in the Visual Effects Peer Group

Young Entertainment Professionals

Hollywood Professional Association (HPA)

m 01/2023 - Ongoing

 Selected by the HPA committee, an exclusive program offering networking, learning, and mentorship opportunities

Mentor

ACCESS: VFX & ScreenSkills

m 07/2022 - Ongoing

 Mentoring and providing professional career advice to new entrants from diverse backgrounds

EDUCATION

Academy of Art University

Bachelor of Fine Arts in Motion Pictures and Television

RECENT CREDITS

Star Wars: Andor Season 2 (2024)

Disney+ Original Series (VFX Editing)

Carnival Row Season 2 (2022)

Amazon Prime Original Series (VFX Editing)

Aguaman and the Lost Kingdom (2023)

Theatrical Feature (VFX Editing)

Peter Rabbit 2 (2021)

Theatrical Feature (DI Finishing Editing)

Halo (2022)

Paramount+ Original Series (VFX Editing & Title Sequence Grading)

Horizon Forbidden West (2022)

AAA Video Game (Cutscene Editorial)