

# JIMMY ZHU

## Senior VFX Editor & DI Finishing Editor

[www.jimmyzhu.co.uk](http://www.jimmyzhu.co.uk)

[@jimmyzhuonline@gmail.com](mailto:jimmyzhuonline@gmail.com)

[www.linkedin.com/in/jimmymzhu/](http://www.linkedin.com/in/jimmymzhu/)

UK Tier 1 Global Talent Visa Holder

London-based senior VFX editor and finishing editor with extensive experience in international post production settings. My expertise extends to the ACES colour pipeline and scripting for automation. With a creative mindset complemented by a technical background, I believe great technology can expand creative boundaries.

## EXPERIENCE

### Senior VFX Editor

#### Scanline VFX - Powered by Netflix

01/2022 - Current London, UK

- Ingested client's turnovers and conformed project edit timelines
- Maintained ShotGrid database with lineups and count sheets information
- Ensured cuts were up-to-date for both internal and client's minicut needs
- Delivered packages to clients for dailies and final submissions
- Developed automation tools to boost productivity for the editorial team
- Led training sessions covering AVID, Nuke, colour and imaging pipeline
- Credits: *Star Wars: Andor Season 2, Aquaman and the Lost Kingdom*

### Technical VFX Editor/Colourist

#### Goodbye Kansas Studios

08/2020 - 12/2021 Stockholm, Sweden

- Conformed the edits from the animatic, mocap to final comps
- Scripted OCIO colour 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
- Credits: *Halo The Series, Carnival Row Season 2, Horizon Forbidden West*

### DI Finishing Editor

#### Animal Logic

09/2019 - 03/2020 Sydney, Australia

- 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
- Visualised the editorial changes by using advanced Excel formulas
- Created theatrical and Dolby Vision HDR deliverables
- Credits: *Peter Rabbit 2: The Runaway*

### DI Finishing Editor/DI Engineer

#### Roush Media

09/2016 - 2019 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
- 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

## SKILLS

### Software

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

### Programming

Python | PyQt | Git | JSON | YAML | Shell  
Sikulil

### Colour and Imaging

ACES | OCIO | CDL | LUT | DCTL | FFmpeg  
Dolby Vision | HDR

### Others

Linux | Windows | Mac | General Post IT  
DCP | IMF | DCDM | Aspera | FTP | NAS  
SAN | LTO | Avid NEXIS | Christie | Barco

## ORGANISATIONS

### Full Voting Member

BAFTA, Visual Effects Society

Academy of Television Arts & Sciences

2023 - Current

### Young Entertainment Professional

Hollywood Professional Association

01/2023 - 12/2023

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

### Mentor

ACCESS: VFX, ScreenSkills

2022 - Current

## EDUCATION

Academy of Art University

2012-2016 San Francisco, California

- BFA in Motion Pictures and Television