



# Agnes ZHOU

3D Animation & Motion Design

## ABOUT ME

Agnes Zhou is a New York-based 3D animator originally from China. She studied at the Savannah College of Art and Design and the School of Visual Arts, where she developed a strong foundation in animation and visual storytelling.

## CONTACT

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## SOFTWARES

MAYA

Cinema4D

ZBrush

Adobe Substance Painter

Adobe After Effects

Adobe Photoshop

Canva

Procreate

## EDUCATION

**SCHOOL OF VISUAL ARTS (SVA)** 2024-2026  
Computer Arts, MFA

**SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)** 2019-2023  
3D Animation, BFA

## PROJECT EXPERIENCE

**SLEPPY BEAR** 2025-2026  
Character Animation & Moelding & Director

Most of the work was completed in Cinema 4D, including modeling, character animation, lighting, and rendering. I used the Redshift renderer. Editing and post-production were completed in Adobe After Effects and CapCut.

**DEATH ROMANCE** 2025-2026  
Character Animation

This is a music video, and I was responsible for creating the character animation. I used the MetaHuman in Maya model in Maya and created character animations for it. The character animation was used to assist AI generation.

**NEON NIGHTS** 2023  
Character Animation

This is a short animated film. The main characters are two birds, "Detective," and a bug called "The Thief." I created some of the character animation and lighting.