

Zachary Shin

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Education

University of California, Los Angeles

B.A. Theater, Scenic and Production Design | Expected 2026

Experience

UCLA REMAP: *Xanadu* - Virtual Set Design Assistant

Los Angeles, CA | September 2025 - May 2026

- Modeled, textured, and prepared environment assets using Maya and Substance Painter, importing and optimizing them for real-time use in Unreal Engine
- Supported an XR production pipeline featuring five motion-tracked LED volumes surrounding the audience, acting as real-time windows into a live Unreal environment
- Manipulated and adjusted virtual environments live on set, tweaking content in real time via the on-set Unreal machine driving the LED volumes
- Optimized textures, assets, and animations for performance and stability in a real-time XR and game-engine production context
- Collaborated within a Perforce-based Unreal project across a 15+ person team, following safe version control protocols and troubleshooting issues live during production

Virtual Production, UCLA Short Film – *Environment Artist*

Los Angeles, CA | October – December 2025

- Modeled a to-scale digital environment based on a real-world Cairo location, recreating a balcony view of the Nile River for an LED volume shoot using Unreal Engine
- Developed the environment as a fully art-directable virtual set rather than a static plate, enabling camera tracking, real-time lighting changes, and creative flexibility on set
- Collaborated closely with the Production Designer, Art Director, and Virtual Production Supervisor to plan scope, organize workload, and align digital environments with physical set construction
- Built initial blockouts and spatial layouts using map data and location research to ensure accurate proportions, geography, and camera framing
- Supported on-set iteration by adjusting lighting, fog, and post-process settings in Unreal to achieve a sunset look and maintain visual continuity during live shooting

UCLA Production Shops - Scenic & Prop Production Assistant

Los Angeles, CA | September 2023 – June 2025

- Assisted scenic carpenters with the construction and assembly of full-scale sets, gaining hands-on experience with build sequencing, spatial logic, and production workflows
- Supported day-to-day shop operations by staying highly organized and strategic with tools, materials, and task coordination to keep builds on schedule
- Learned to adapt quickly within an active production environment, contributing wherever needed to support efficient execution under tight timelines
- Provided administrative and logistical support in the Prop Shop, including organizing invoices, tracking prop inventory, and coordinating prop rentals and returns

- Communicated with designers, production staff, and external vendors to ensure clear information flow and smooth production logistics

Selected Production Design/Film Credits – USC, UCLA, Sony/Hoorae, Duplass Brothers Productions

Los Angeles, CA | September 2022 – Present

- Roles include: Assistant Art Director, Set Decorator, Concept Artist, Graphic Designer, Art PA
- Projects span feature films, narrative shorts, MFA thesis films, and theater productions

Skills

Software & Tools:

Unreal Engine, Maya 3D, Substance Painter

Adobe Creative Suite: Photoshop, Illustrator, InDesign, After Effects, etc.

Hand Drafting, Vectorworks

Design Expertise: Visual Communication, Research & Concept Development, Graphic Design

Professional Skills: Client Communication, Time Management, Project Coordination, Team Collaboration, Problem-Solving, Self-Starter