JULIA SCHULTZ
3D ARTIST
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INDUSTRY EXPERIENCE

CG Generalist *Nov 2022 – March 2023*
Alkemy X, NYC (remote)
- Modeled, textured, and look dev'd assets for several fast-paced episodic productions
- Lit, animated, and rendered CG assets to integrate into live action plates using Houdini/Arnold
- Applied artistic feedback from leads while successfully meeting deadlines and working collaboratively on a team

Asset Artist *Oct 2020 – Sep 2022*
Megalis VFX, Tokyo (remote)
- Modeled and textured assets for *ONI*, 3D animated series by Tonko House/Netflix
- Used both manual and procedural modeling techniques to create stylized assets using Maya, Houdini, ZBrush, and Substance Painter
- Assisted with layout, organization, and modeling of several large CG sets
- Retopologized scanned assets for use in live action VFX production

3D Generalist Intern *June – Aug 2019*
FuseFX, Los Angeles
- Designed, modeled, textured, and animated 3D assets for a 1 minute sci-fi short film VFX project under the guidance of professional mentors
- Implemented changes according to notes from project supervisors in a production environment

Intern *June – Sep 2018*
Brickyard VFX, Los Angeles
- Worked with CG artists to prepare assets and organize files for commercial projects

RELATED EXPERIENCE

Mentee, Women in Animation Mentorship Circle *July – Oct 2020*
- Received mentorship on navigating the industry from a Lighting TD at Sony Imageworks

Vice President, Drexel University ACM SIGGRAPH *2019 - 2020*
Philadelphia
- Taught workshops for programs such as Substance Painter and ZBrush, initiated growth of club via social media, planned and hosted talks with esteemed industry professionals

Student Volunteer, SIGGRAPH Conference 2019 and 2020 *2019 - 2020*
Los Angeles, and virtual
- Assisted attendees at conference of over 18,000 people, in-person and remote

Project Lead, *Caged* - Drexel University Senior Thesis Film *2018 - 2020*
Philadelphia
- Lead environment and character modeler on 3 minute short film, managed large scale environment layout and set dressing, created Houdini tool to vary models

SKILLS AND SOFTWARE PROFICIENCIES

Autodesk Maya, Houdini, ZBrush, Substance Painter, Python Scripting, 3ds Max, Mudbox, Nuke, Shotgrid, Unity, Adobe apps: Photoshop, Illustrator, Premiere, After Effects

EDUCATION

B.S. Animation and Visual Effects, Drexel University 2020
Philadelphia, PA