

JULIA SCHULTZ

3D ARTIST

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PROFESSIONAL EXPERIENCE

Environment Modeler

Jul 2024 – present

Flying Bark Productions, Sydney (on-site)

- Prop and environment modeling and set dressing for Netflix's *Stranger Things: Tales From '85* and the upcoming *Ghostbusters: Night Shift*
- Translated stylized 2D concept art into accurate 3D models

3D Generalist and Illustrator

Sep 2021 – Jul 2024

Freelance, Philadelphia

- 3D art, illustration, and graphic design projects for over 20 clients
- Created fully realized designs based on thumbnail sketches and modeled stylized 3D game assets
- Showcased strong communication and time management skills by proactively engaging with clients, clearly communicating creative ideas, and completing work in a timely manner

CG Generalist

Nov 2022 – Apr 2023

Alkemy X, NYC (remote)

- Photorealistic modeling, texturing, and look development for several fast-paced episodic productions such as *Fear the Walking Dead*, *Dead City*, and *Mrs. Davis*
- Lighting, animation, and multi-pass rendering on CG assets to integrate into live action plates using Houdini/Arnold
- Applied artistic feedback from leads while successfully meeting deadlines on three simultaneous projects and working collaboratively on a team of 15 people

Asset Artist

Oct 2020 – Sep 2022

Megalix VFX, Tokyo (remote)

- Modeled, UV'd, and textured over 200 assets for Tonko House/Netflix's 3D animated series *ONI: Thunder God's Tale*, and Netflix Japan's live action movie *Zom 100*
- Created production ready assets and procedural tools in Houdini
- Remotely collaborated with a team of eight members on the layout, organization, and modeling of several large CG environments while meeting daily to ensure alignment of project goals

3D Artist Intern

Jun – Aug 2019

FuseFX, Los Angeles

- Modeled, textured, lit, rigged, and animated 3D assets using 3ds Max for a one minute sci-fi short film VFX project

TECHNICAL SKILLS

Software: Maya, Houdini, ZBrush, Blender, 3ds Max, Substance Painter, Nuke

Render Engines: Arnold, RenderMan, V-Ray, Redshift

Adobe Creative Suite: Photoshop, Illustrator, Premiere, After Effects

Other: Shotgrid, Python Scripting, PBR Workflow, Illustration, Photography

EDUCATION

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

2020