

JULIE HUANG

Story-driven Artist, Animator, and Designer

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EXPERIENCE

Critical Response Group — *Digital Cartographer*

May 2018 - Present

- Exercises user experience design and geospatial software to create maps for emergency first responders
- Part of specialized team that performs quality assurance publishes final products
- Collaborates with client base of over 300 clients

"Jurassic Joyride" Pre-Production Package — *Team Lead*

August 2022 - December 2022

- Lead team of 4 to deliver a pre-production package; selected out of 3 projects to be used for a future film production
- Collaborated with teammates to write a screenplay, conceptualize character, asset, and environment designs, and draw storyboards
- Assigned roles, guided design decisions, and scheduled milestones to keep team on track

"Knight-Time Story" Film — *Director, Writer, Story Lead*

January 2022 - June 2022

- Co-directed a team of 6 to animate and produce an independent short film; accepted into numerous film festivals with nominations
- Worked closely with co-story artist to produce and revise storyboards in a timely and efficient manner
- Also assisted in concept design and animation in Adobe Animate

"Papel" Film — *Character Design and 2D Animation Lead*

August 2022 - December 2022

- Collaborated in a team of 11 to animate and produce an award-winning, 3D-2D hybrid independent short film
- Responsible for character design and worked closely with other 3D departments to ensure cohesiveness with 2D animation
- Also assisted in writing, conceptualizing, and storyboarding

Clemson University — *Virtual Reality Asset Modeler*

May 2021 - January 2022

- Modeled and textured geologically accurate assets for an NSF funded VR geology application using Maya, Photoshop, and Unity
- Modified and fixed bugs in older assets based on feedback

EDUCATION

Clemson University — *M.F.A Digital Production Arts*

August 2020 - May 2023

Cumulative GPA 3.96/4.0

The College of New Jersey — *B.A Interactive Multimedia Minor in Computer Science*

August 2015 - May 2019

Cumulative GPA 3.75/4.0

SKILLS/SOFTWARE

Storyboarding, 2D/3D animation, writing, character design, visual development, 3D modeling, 3D lighting

Toon Boom Storyboard Pro, Maya, ZBrush, Clip Studio Paint, Adobe Photoshop, Illustrator, Animate/Flash, After Effects

VOLUNTEERING

ACM SIGGRAPH Conference

Summer 2019, Summer 2017

Assisted attendees and facilitated conference programs attended by over 16,500 people

ORGANIZATIONS

Rise Up Animation (Story mentee)
Women in Animation
Asian Queens in Animation