

JULIA BLATTMAN

VISUAL DEVELOPMENT / ILLUSTRATION

juliablattman@gmail.com

www.juliablattman.com

<https://www.linkedin.com/in/julia-blattman-80973ab5>

925-785-9937

Projects / Experiences

2016

Concept Art Intern at Disney Interactive in Glendale

6 month internship working on several Disney/Pixar game titles

Character Concepts//Environments//Props//UI//UX

Unannounced Film pitch by Alyce Tzue

Visual Development Artist- Character design, concept illustrations

2015

Unannounced short film by SOBA

Visual Development Artist- Helped set visual tone of film, character design, texturing with Maya, environment design, creature design, prop design, scene layout

“Lily Pad” Samsung Gear VR Game by Lily Pad Team

Visual Development- Set the environment style, mood and color for the project, painted all textures for environment assets

Softwares

Adobe Photoshop//Adobe Illustrator//Corel Painter//Maya//ZBrush

Education

Academy of Art University- BFA in Illustration

Graduated in Winter 2015

Awards

2016

Society of Illustrators Student Scholarship Competition Finalist

2015

Society of Illustrators Student Scholarship Competition Finalist

Academy of Art University Spring Show- Barbara Bradley Appreciation Award

Academy of Art University Spring Show- First Place in Category

2014

Academy of Art University Spring Show- First Place in Advanced Elective

Academy of Art University Spring Show- First Place in Category

2013

Academy of Art University Spring Show- First Place Intermediate Figure Painting

Additional Skills

Oil Painting//Watercolors//Pencil//Acrylics//Charcoal//Gouache//Vector