

Julia Kelton

3D Character/Concept Artist

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EDUCATION

B.F.A in Animation | Savannah College of Art & Design (SCAD), Atlanta, GA

August 2016 - May 2021 | 3.65 GPA

PROGRAM SKILLS

3+ Year of Experience

Blender
AutoDesk Maya
Adobe Photoshop
Clip Studio Paint (CSP)
Trello
Microsoft Office

1+ Year of Experience

Customer Service
Retail
Unity Engine
Unreal Engine
Substance Painter
Arnold Renderer
Toon Boom Harmony

0-1 Year of Experience

Zbrush
3Ds Max
Indesign
Adobe After Effects

HARD SKILLS

Strong understanding of anatomy
Knowledge of rigging tools and basic animation principles
Character Design
Texturing
Lighting
Modeling

SOFT SKILLS

Strong communication skills
Group Collaboration
Detailed Oriented
Hardworking
Team Player
Critical Thinker
Leadership
Ambitious

EXPERIENCE

Concept Arts and Digital Artist

Bad Apple Productions

September 2024 - Present

Worked with the Producer and Writer/Director to make a thumbnail artwork for each Chapter For Bad Apple, a Snoot Game Ending 1 Post Game Story, created By Umbruhh.

Concept Art and Cover Artist

Personal work | Character Artist

September 2024 - Present

Working on Concept and Character designs and cover art for a Boxing Story written by Magic Man. Creating a character design based on a background Dinosaur Character from "I Wani Hug that Gator" where the story takes place in college years and The Main Character is an uprising Boxing Champion with his trainer, Victoria, an Ex Dino Boxer

Barista

Starbucks Corp.

December 2021 - May 2024 (2 years, 10 Months)

Worked with Customer Service and Sales. Produced Coffee Beverages and sold coffee products.

Was in a Team of 5 - 6 people on the floor that worked together.

Cleaned and Maintained Equipment for other shifts

Hyakkimaru VR Avatar

Vrchat | Commission Work

December 2023 - Present (1 Year, 9 Months)

Currently working with the client to make the model accurate to the style of the character Hyakkimaru from the anime "Dororo". I did modeling, texturing, and rigging with Blender, Substance Painter, CSP, and Unity for Animation/Game Design Pipeline.

Vinoria Miao

Team InfiNEdge | Freelance Character Artist

July 25th 2023 - September 6th 2023 (1 Month, 2 Weeks)

Produced UV Layout and Shaders in Blender with Lighting, and Hand-Painted Texturing in ClipStudioPaint, for the Vinoria Miao model. I gave feedback to the co-producer Lyndon Fan, to critique the characters production state.

SCAD Animation Student Films

3D Modeler for Environments and Characters

(April 2020 - May 2021) (1 Year, 1 Month)

PROFESSIONAL AFFILIATIONS

Global Game Jam (SCAD) Participant (2020)

Event where we make a video game in Unreal Engine/Unity Engine within 48 hours

SCAD Atlanta Esports - Vice President (2018-2020)

Helped organized documents, public speaking and lead fellow members

SCAD Game Club - Member (2017-2020)

Apart of a club that shared ideas and gave advice on artwork and studied video games

Global Game Jam SCAD - Volunteer (Fall 2017)

Made sure Student and Guests were health and were taken care of during the event