

# Justin Blackburn

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## EDUCATION

BS – Information Technology: New Media Engineering, Minor – Visual Effects | DePaul University

June 2025

Honors & Awards: Dean's List - all quarters, GPA: 3.95/4.0, State Scholar Plus Scholarship

## CORE SKILLS

**Programming Languages:** Python, Java, HTML, CSS, JavaScript, Node.js, SQL, VEX

**Creative Software:** Unreal Engine, Nuke, Maya, Houdini, Adobe (Premiere Pro, After Effects), Davinci Resolve

**Systems & Programs:** Microsoft (OS, Suite), Linux (OS), Microsoft SQL Server, Perforce, GitHub

**Skills:** Hard worker, Collaborative team member, Object Orientated Programming, Application Development, Web Development, Computer Networking, Database Management, Modeling, Compositing, Editing, Color Correction, Virtual Cinematography, Virtual Production

## PROJECTS

### Virtual Cinematography Short Film

Personal Project

March 2024 - June 2024

- Built a virtual environment using Unreal Engine focusing on modeling, lighting, and storytelling skills.
- Created a 2-minute short film employing virtual cinematic techniques to display the environment.

### Multiplier Maya Custom Tool

March 2024 - June 2024

Class/Personal Project

- Used Python within Maya to create a custom tool for the artists within my shot design class to be able to multiply characters in any amount or bundled shape as either instances or duplicates depending on what attributes were to be retained.

### VFX Compositing Project

Group Project

February 2024 - March 2024

- Within a group, collaborated in filming a 3-minute short film that focused on implementing VFX components.
- Through Nuke, composited effects into shots while troubleshooting technical challenges, such as green screen interference with actor's shirt.

## COURSE FOUNDATION

### IT 313: Advanced Application Development

DePaul University

January 2024 - March 2024

- Built optimized Java programs that utilized various Java APIs.
- Focused on data structures through use of object orientated programming.

### VFX 374: Compositing 1

DePaul University

January 2024 - March 2024

- Composited footage using Nuke to create detailed visual effects.

### IT 212: Applied Object Orientated Programming

DePaul University

September 2023 - November 2023

- Employed object orientated programming to create programs and systems.
- Developed higher programming skills with complex scripts.

## WORK EXPERIENCE

### DePaul Jarvis Student Center for Innovation

Student Staff

September 2024- Current

- Maintain a safe and collaborative working environment for students and patrons while also performing shift duties. Additionally, lead workshops on various technology topics ranging from VR to Virtual Production.

### Virtual Production Environment Creator & VFX: *The Cave* Short Film

May 2024 – August 2024

- Lead and collaborated with a small team utilizing Unreal Engine to create a virtual production environment for an independent short film.