JULIN WANGKHAM

3D ARTIST

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EDUCATION

B.S Animation and Visual Effects

Minor: User Experience and Interaction Design

Drexel University, Philadelphia, PA

EXPERIENCE

Digital Media Equipment Room Assistant

February 2022 - June 2025

Drexel University | Philadelphia, PA

- Managed rental process with customers and tracked rental data which led to a more organized work environment
- Maintained product knowledge and advised customers on alternatives and actions to take when equipment was not available at the time, providing helpful problem solving
- Collaborated with other team members and instructed trainees how to complete rental processes which led to a more efficient workflow and knowledge expansion

Animation Co-Op

April 2024 - September 2024

Mindflow | Remote

- Communicated effectively to achieve a satisfactory end product by taking into account critiques and ideas
- Created two dimensional animations based on company mission and learning objectives for students to help visualize and provide clarification
- Assembled ideas and adapted to new programs, leading to an organized work environment and accurate deliverables

PROJECTS

Modeling Lead and Texture Artist | Falling Into Frame

September 2024 - June 2025

Drexel University | Philadelphia, PA

- In charge of modeling assets and layout for antique shop environment, texturing, and animating
- Worked with a team of other artists to ensure the vision of our animated trailer came to life

TECHNICAL SKILLS

Software Proficiency: Maya, Arnold, Unreal Engine, Foundry Nuke, Adobe Photoshop, Procreate, Substance Painter, Premiere Pro, Adobe Animate, Visual Studio Code, Github, Microsoft Office, Google Workspace

Development: HTML, CSS, Responsive Web Design

Communication & Collaboration: Discord, Zoom, Figma, Outlook, Teams

AWARDS AND WORKSHOPS

- Honors/Awards: SIGGRAPH Faculty Submitted Student Work Exhibit | Drexel University, June 2025
- · Workshops: Illustration: Comic & Graphic Novel | UArts Pre-College Program, April 2020