# **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

#### TECHNICAL SKILLS

Software Proficiency: Maya, Arnold, Unreal Engine, Foundry Nuke, Adobe Photoshop, Procreate,

Substance Painter, Premiere Pro, Adobe Animate, Visual Studio Code **Communication & Collaboration:** Discord, Zoom, Figma, Outlook

#### **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 City Test Prep | 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

#### **AWARDS AND WORKSHOPS**

- Honors/Awards: Brahmal Judd Art & Math Memorial Scholarship | Upper Darby High School, June 2021
- Workshops: Illustration: Comic & Graphic Novel | UArts Pre-College Program, April 2020