



Julia Epprecht

Modeling | Texturing | Look Dev

Projects

Modeling and Texturing

SCAD x The Mill | Mar 2022 - Jun 2022

Worked with a team to research, conceptualize, and develop creative solutions for a production-quality vehicle advertisement. Responsible for 3D modeling motorcycle hero asset along with texturing and look development.

Asset Artist

SCADpro x Delta Air Lines | June 2021 - August 2021

Worked with a team in collaboration with Delta Air Lines to assist in researching and developing a mobile game to support training and continuing education for Delta TechOps employees through a SCADpro sponsored course.

Experience

Graduate Mentor

Savannah College of Art and Design | Sept 2021 - Present

Responsible for helping undergraduate students develop skills to aid in completing their tasks while teaching them to use resources effectively. In addition, provide direction and advice on goal setting and teach specific success strategies such as time management, organization, and self-advocating.

Creative Director

RIT College Activities Board | May 2018 - May 2019

Responsible for leading the marketing team and ensuring the publicity reached students through social media, websites, and flyers, as well as collaborating with the Executive Board to create a vision and strategic plans for events for the 18,000 student body.

Designer

RIT College Activities Board | Jan 2017 - May 2018

Responsible for creating stylish, eye-catching publicity to increase awareness of the organization's events. This included creating flyers, social media content, GIFs, and handmade posters.

Creative Intern

Tweezerman International | Summer 2016

Responsible for photographing products, preparing and assembling samples for buyers / potential customers, organizing servers, and creating unique designs for new products using Adobe Photoshop, Illustrator, and InDesign.

Contact

www.julia-epprecht.com

julia.epprecht@gmail.com

516.376.5671

Education

Savannah College of Art and Design

Master of Arts, Visual Effects

Graduating November, 2022

Rochester Institute of Technology

Bachelor of Fine Arts, New Media Design

2015 - 2019

Huntington School of Fine Arts

2014 - 2015

Programs

| | |
|--------------------|-------------|
| Maya | Unreal |
| ZBrush | Nuke |
| Substance Painter | Photoshop |
| Substance Designer | Illustrator |

Awards

Dröm - Top Talent

Adobe Design Achievement Award - 2019

Certificates

SCADamp Professional Presentation Workshop Series

Savannah College of Art and Design - 2021