

# JULIAN SCHENKER

CG GENERALIST · LIGHTING & RENDERING · ENVIRONMENT ART · VIRTUAL PRODUCTION

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## PROFILE

BFA Visual Effects candidate at SCAD with hands-on production experience across look development, lighting, environment creation, and virtual production. Proven collaborator on studio-partnered projects with ILM-adjacent pipelines. Specializes in environment lighting and rendering, with a strong foundation in both real-time (Unreal Engine) and offline rendering (Maya, Houdini). Adapts quickly to new tools, pipelines, and creative briefs.

## PRODUCTION EXPERIENCE

### Environment Look Development Artist

May 2025 – Present

#### Silent Bloom

- ▶ Led look development for virtual production environments and full environmental creation for bluescreen integration
- ▶ Developed lighting rigs and material pipelines to maintain visual consistency across production

### Lighting & Animation Artist

January 2026 – March 2026

#### Movado × SCADpro

- ▶ Designed and executed looping product animations showcasing industrial design work for Movado
- ▶ Sole architect of the lighting setup; led creation of all materials and shaders from scratch
- ▶ Key contributor to pipeline creation and overall production structure

### Composer & Virtual Production Artist

January 2025 – March 2025

#### SCAD × Harbor Picture Company

- ▶ Performed rotoscoping and color grading on live-action footage for professional broadcast deliverables
- ▶ Designed export pipelines for maximum efficiency across departments
- ▶ Incorporated live feedback from SCAD faculty and industry professionals at The Harbor

### CG Generalist Artist

September 2024 – November 2024

#### SCAD × The Mill

- ▶ Modeled high-resolution assets meeting broadcast-quality specifications
- ▶ Created and iterated on materials and shaders using both procedural and texture-based workflows
- ▶ Built lighting rigs from the ground up on a shot-by-shot basis in collaboration with the team

### Resident Assistant

August 2024 – Present

#### Savannah College of Art and Design

- ▶ Supports student wellbeing as a daily resource and on-duty mandated reporter for emergencies

## EDUCATION

### Bachelor of Fine Arts — Visual Effects

2022 – 2026

Savannah College of Art and Design (SCAD) · Savannah, GA

## TECHNICAL SKILLS

### DISCIPLINES

Environment Lighting &  
Rendering  
Look Development (Look-Dev)  
Environment Art & World Building  
Virtual Production  
3D Modeling  
Compositing

### DCC SOFTWARE

Maya  
Houdini  
Blender  
ZBrush  
Nuke  
After Effects

### REAL-TIME & TEXTURING

Unreal Engine  
Substance Painter  
Substance Designer

### STRENGTHS

Cross-department Collaboration  
Pipeline Development  
Rapid Skill Acquisition  
Studio Feedback Integration  
Production Problem-Solving

## STUDIO COLLABORATIONS

The Mill · Harbor Picture Company · Movado (via SCADpro) · Silent Bloom