

Julian Schenker

Visual Effects Artist

<https://julianschenker13.wixsite.com/renderedinblender>

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EDUCATION

Savannah College of Art and Design (2022-2026)

Bachelors of Fine Arts, Visual Effects

EXPERIENCE

Resident Mentor — Savannah College of Art and Design

August 2024 - Present

- Assisting students in their day-to-day life
- Being on duty for students should emergencies arise
- Being a mandated reporter

Compositor — SCAD x Harbor Picture Company

January 2025 - March 2025

- Rotoscoping and color grading footage
- Creating pipelines to export work in the most efficient way possible
- Taking critical feedback from SCAD professors as well as industry professionals at The Harbor to expand upon my knowledge

CG Generalist Artist — SCAD x The Mill

September 2024 - November 2024

- Modeling high res assets for the team
- Creating and tweaking new and pre made materials and shaders
- Building lighting rigs from the ground up on a shot by shot basis
- Taking critical feedback from SCAD professors as well as industry professionals at The Mill

Shader, Modeler and Lighting Artist — SCADpro x The City of Vidalia: Phase Two

January 2024 - March 2024

- Modeling high res assets for the team
- Creating and tweaking new materials and shaders
- Converting files through the pipeline from Rhino to Blender 3D
- Building and iterating off of Phase One's work
- Taking iterative and critical feedback from the clients on the Vidalia City Council

SKILLS

Collaboration

Communication

Teaching

TECHNICAL SKILLS

3D Animation

3D Environment Building

Filmmaking

Lighting

Modeling

Rendering

Visual Arts

Visual Effects

Virtual Production

Software

Adobe After Effects

Adobe Photoshop

Adobe Premiere Pro

Autodesk Maya

Blender 3D

Final Cut Pro

Houdini

Linux

Logic Pro X

Nuke

Python