

Julia R. Burks

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PROFESSIONAL EXPERIENCE

Tech Wizards: 2020-2022

Dahlgren, VA

Multimedia Developer responsible for developing 2D graphics for use in virtual maintenance simulations. Responsible for converting engineering drawings or photos into isometric or orthographic realistic 2D illustrations. Interpreting technical manuals to create graphics for equipment maintenance procedures. Excels at working collaboratively within a team as well as independently. Secret security clearance.

Herff Jones: 2020

Warwick, RI

3D/Artist Graphic Designer responsible for developing art requests into computer 2D/3D computer models. Product development includes scholastic high school rings, collegiate graduation rings and professional championship rings.

Massachusetts Digital Games Institute (MassDigi): 2017-2020

Worcester, MA

Three-year internship serving as project lead as well as developing upgrades and art for games created for clients and games commercially available for download on Google Play and App Store. Created animation sequences for characters, produced sprites, and converted art into files for code development.

Roller Riot – Artist responsible for character and special effects development for initial game release.

Lead the Light – Lead artist on the prototype for the game responsible for completing art assets and marketing materials in preparation for PAX East game release.

Protest Sim – Project manager for a team of five responsible for coordinating schedules, prioritizing, and assigning project components to team members and preparing for client communications and meetings.

Leap A Head – Lead artist on the game prototype, responsible for developing art for assets, levels, and obstacles.

Takeover Trail – Artist working to enhance game assets for continued development of the game. Developed and implemented a project management tracking system for tagging and tracking versions of each art asset.

EDUCATION and SKILLS

Becker College: 2016-2020

Worcester, MA

Bachelor of Arts in Interactive Media and Design • May 2020 • 3.90 GPA • Magna Cum Laude Honors
Courses include 3D Animation, Character Animation, Digital 3D Modeling, Digital Music Studio, Raster/Vector, Principles of Motion Capture, Rigging for Animation, Advanced Houdini. Skilled in the use of: Visual Studios, GameMaker, After Effects, HTML, Unreal Engine, Maya Autodesk, Photoshop, Illustrator, DaVinci Resolve, Houdini, Pro Tools, MotionBuilder, Scratch, C++, Java, FMOD Studio 2.0 and Wwise.

University of Massachusetts - Lowell: 2020-2021

Lowell, MA

Professional certification in Graphic Design and Digital Imaging with a focus on typography and website design.

SELECT AWARDS and EXTRACURRICULAR ACTIVITIES

Becker College: 2016-2020

Worcester, MA

Dean's List multiple semesters • Alpha Chi National College Honor Society for junior and seniors • Alpha Lambda Delta Honor Society for freshman • Sports: Becker Varsity SMITE team and Esports club member.

Locksley Estate Farmstead Cheese Co.: 2020-2021

Aldie, VA

Exploring a passion for farming and animals as a dairy apprentice. Responsible for dairy herd including milking and ensuring livestock remain calm and comfortable so cattle continue to produce maximum quantities of milk.