

Julie Shah | 3D Modeler

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Summary:

Experienced in 3D modeling and texturing hard surface and organic assets on a wide range of projects for Film, Video Games, and 3D Printing.

Experience:

Present

Steve Wang's Onyx Forge Studio | Lead 3D Artist

-Head of Digital Department. Responsible for 3D Modeling and sculpting assets to be printed for production use on a wide range of projects such as films, life size statues and maquettes. Other responsibilities include 3D printing and managing the Raise3d and Formlabs printers.

-The Miami Bull Statue | Bitcoin Conference (2022)

-TBA Sculpture (2022)

-TBA Project| Amazon Show (2022)

-Shazam 2| Film (2022)

-The Adam Project| Netflix Film | Time Soldier Suits (2021)

-Bill and Ted: Face the Music| Film |Dennis Robot Suit (2020)

-Lilith, Diablo 4 Life Size Statue| Blizzcon 2019

2018-Present

Freelance 3D Modeler

-3D Modeling and sculpting on a range of projects for clients remotely. Projects include toys, sculptures, films and video games.

May-June 2022

Cryptic Industries | 3D Modeler

-Project TBA for Universal Studios (2022)

June 2021

Spectral Motion | 3D Modeler

-The Secret Headquarters | Paramount+ Film| Owen Wilson Suit (2022)

Oct-Nov 2020

The Jim Henson Company | 3D Artist

-Digital sculpting and prep work for 3d printing for theme park.

-Project TBA for Universal Studios.

May 2017-2019

Alliance Studios | 3D Modeler/Digital Sculptor

-Responsible for 3D Modeling and sculpting assets to be printed for production for films and life size statues.

-Jaina Proudmoore Statue| Blizzcon 2018

-Da Qaio 'Honor of Kings' Statue| Tencent 2018

-Illang: The Wolf Brigade| Netflix Film (2018)

-E3 2018 Display| Division 2

-Sylvanas Windrunner Statue| Blizzcon 2017

2018-2019

Steve Wang's BioMorphs Inc. | 3D Artist

-Prepped Zbrush Sculpt of BioBooster Vader Bust and Dracula Bust for 3D Printing. Assigned to resize, slice, hollow and key parts of the BioBooster Bust for printing on the Form2 and the Raise3D Printers.

2014-2018

New Chapter Games | 3D Weapons/ Environment Modeler

-In charge of modeling and texturing props & environment work for indie game project under production. Providing feedback, managing and coordinating with other team members in the production pipeline.

March 2017

Digital Synergy Consulting Inc. | Freelance Artist

-Hired to update the company logo design. Designed new logo according to the clients' preferences.

Skills:

Software

Maya, 3ds Max, Zbrush, Substance Painter, Photoshop, Preform, IdeaMaker, Marmoset, After Effects, Unity, Headus, Wacom Intuous/ Cintiq

Languages

Fluent in English, Gujarati, Hindi, and Sign Language

Education:

Mold 3D | 3D Printing for Zbrush Artists

November 2015

The Art Department | 3D Modeling Class with Brett Briley

January- May 2013

Cal State University of Northridge (CSUN)

May 2012

Bachelor of Art in Animation- Cum Laude

Organizations/ Awards:

Fall 2015

Won the 3D Printing for Zbrush Artists class at Zbrush Summit 2015.

Spring 2013

DeviantArt's and The Art Department | Third Place In Entertainment 3D

-Judged by The Art Department on DeviantArt's "Train Your Brain Contest".

Spring 2012

ASLN Student Show | Trophy for 3D Prop Modeling & 3D Modeling in

Animation 3

2011- 2012

ASLN Student Show | Lab Technician Excellence Award