Julie Speyer

Animator / Visual Development Artist
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Education

2010-2012   **Academy of Art University, San Francisco**
Masters of Fine Art degree in Visual Development for Animation.

2000-2003   **Art Institute of California, Los Angeles**
Bachelor of Science degree in Media Arts and Animation

1997-2000   **University of Boulder, Colorado**
Associate Degree in Business

Experience

2015-2018   **Traditional/Digital Art, Storyboard/Animatics, and Animation Instructor**
Company: SAE Expression College
- Drawing, Painting, Sculpting, Concept Art, Storyboarding, Animation

2008-2018   **Freelance Artist**
- Portraits, Caricatures, Illustrations, Logos, Flyers

2008   **Visual Development Artist**
Project: Michael McNeff's film "Hunting of the Snark"
- Character blocking and camera direction using Maya

2007   **Visual Development Artist / Animator**
Project: Game Cinematic entitled "Mythos"
- Character animation and camera direction using Maya

2003   **Animation Instructor**
Company: AnimAction Inc.
- Instructed students to conceptualize, draw and create animated films.

2002   **Character Designer / Animator**
Project: Nickelodeon pilot entitled "Dooley Dungari"
- Character design and animation using Photoshop, After Effects and Flash.

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Project: Nickelodeon pilot entitled "Dooley Dungari"
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Skills
- Trades: Portraits, Characters, Layout, Storyboards, Animation, Illustration, Sculpture, Puppets
- Mediums: Charcoal, Pencil, Ink, Oil, Gouache, Acrylic, Clay, Fabrication, Digital
- Software: Photoshop, After Effects, Maya, 3D Studio Max, Illustrator, Flash

Achievements
- AAU Spring Show; Visual Development Digital Painting
- AI Best in Quarter; 3D Animation, Storyboarding, and Sculpture
- AI Valedictorian, Dean's List, and Honor Roll