

Julie Krizan

Matte Painter | Concept Artist

Contact Information

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juliekrizan.com

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Skills

- Photoshop
- Nuke
- Maya
- Vue
- Zbrush
- Houdini
- Cinema 4D
- PhotoScan
- SpeedTree
- World Machine
- Gaea
- Renderman
- Arnold
- VRay
- After Effects
- Illustrator
- Premiere
- SpeedGrade
- Resolve
- Substance Painter
- Substance Designer
- CrazyBump
- UVLayout

Professional Experience

Freelance

Matte Painter
August 2018 - Present

Created matte paintings and photo composites for clients including Ubisoft and independent film directors.

Artesanias

Matte Painter
2021

Created the matte paintings for the student film Artesanias.

Stabby

Matte Painter
2020

Created the matte paintings for the student film Stabby.

Millions of Tiny Robots

Lighting and Shading Intern
June 2016 - September 2016, June 2017 - August 2017

Created textures, concept art, and models for a variety of industries, including medical imaging, VR and AR projects, video games, and advertisements.

Out House Mouse

Matte Painter
2017

Created the matte paintings for the student film Out House Mouse.

MSM Motion Pictures

Junior Concept Artist
November 2015 - February 2016

Created environment concepts for the short film Portal Origins: Part 2.

Education

Savannah College of Art and Design

2013 - 2017

Bachelor of Fine Arts in Visual Effects, *cum laude*
Dean's list for 6 quarters

2019 - 2021

Master of Art in Visual Effects