

Julia DiBenedetto

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<http://juliadibenedettoartworks.com>

Education

Drexel University, Westphal College of Media Arts and Design
Philadelphia, PA

3.63 GPA
Dean's List

Graduation: June 2024

Bachelor of Science in Animation and Visual Effects

Lebow College of Business

Minor in Marketing

Technical Skills and Relevant Coursework:

Software: Autodesk Maya, Nuke, Adobe Photoshop, Illustrator, After Effects, Lightroom, Premiere, Audition, Houdini, Python, Unreal Engine, Substance Painter, Zbrush, Procreate

Fine Art: Graphite and ink drawing, clay modeling, watercolor painting

Project Experience

"Nightmare at the Theatre"

Drexel University

Post Production Lead

Summer 2021

- Collaborated with a partner in previsualization, production, and post production to create a 45 second short animation
 - Implemented final editing, rotoscoping, color correction and sound to enhance the final animated products in Adobe After Effects and Premiere Pro
 - Modeled, textured, and rigged a robot character and assets
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Related Experience

DotDash Meredith, an IAC Company

New York, NY

Graphics and Video Editor CO-OP

September 2022 - March 2023

- Collaborated with a team of editors and producers to create editorial content for international brands
- Organized video footage and produced initial edits to videos for online editorial publishing
- Created motion graphics templates for use in several published video series

Framework Studios

Los Angeles, CA

VFX Intern

June 2022 - September 2022

- Assisted the VFX supervisor with animation, rotoscoping, compositing, tracking, and editing content
- Collaborated with team members and other departments on creative ideas and layouts

Drexel University- Department of Microbiology & Immunology

Philadelphia, PA

3D Modeling and Animation CO-OP

September 2021 - March 2022

- 3D modeled, textured, and rigged assets and created 3D animations in Maya for an educational video game
- Translated medical drawings and diagrams to 3D models
- Developed content including pre-production, animation, and post-production to be used for education

The Mista Pat Project

Riverside, CA

Animator and Motion Graphics Artist

March 2021 - June 2021

- Collaborated with a team dedicated to educating and inspiring young children to pursue careers in STEAM
- Produced engaging storyboards and video concept ideas for use in sharable broadcasting media
- Created animations and graphics to enhance the learning experience in educational videos

Sharing Excess

Philadelphia, PA

Videographer & Photographer CO-OP

September 2020 - March 2021

- Created storyboards, filmed, and edited videos for publication to assist food insecure communities
 - Provided creative insights and ideas for social media and website marketing strategies
 - Captured, edited, and assembled photographs and videos for national awareness campaign
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Honors and Awards

- International Serious Play Awards, Silver
- Faculty Submitted Student Work Exhibit at SIGGRAPH
 - 2019, 2021
- Girl Scout Gold Award
- Westphal Portfolio Scholarship