

# JULIA LEWIS-THOMAS

## A. PERSONAL DETAILS

Surname: Lewis-Thomas  
First name(s): Julia  
Address: 2 Drumblair Crescent, Cape Town, South Africa  
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E-mail Address: [julialewisthomas@gmail.com](mailto:julialewisthomas@gmail.com)

**Portfolio:** <https://www.artstation.com/julialt>  
**Linkedin:** <https://www.linkedin.com/in/julia-lewis-thomas-42a628114/>  
**Website:** <https://julialewisthomas.wixsite.com/julialt>

## B. ACADEMIC QUALIFICATIONS

High School: Bergvliet High School  
Matric subjects: Life Sciences, Visual Art, Computer Applications Technology, Mathematics, Life Orientation, English, Afrikaans

## C. OTHER QUALIFICATIONS

Courses: The Animation School 2 year Animation course (2016)  
Academic Awards: Half colours for academic achievement  
Prizes/ Awards: Full colours for art, Second place in 'Strokes of Genius' national South African art competition (2013)

## D. ABILITIES

Language skill set: Fluent English  
Afrikaans (conversational only)  
Good communication skills

Program capabilities:

- Autodesk Maya
- ZBrush
- Substance Painter
- Photoshop
- Adobe After Effects
- Adobe Premiere Pro

- Arnold, Mental Ray and Vray renderers
- Marmoset Toolbag

Creative skill set:

- Traditional Art
- 3D Animation
  - Modelling
  - Texturing
  - Sculpting
  - Re-topology
  - Baking maps
  - Shading
  - Layout
  - Game asset and film asset creation
  - Collision geometry and level of detail models (for game engines)
  - Basic animation
  - Basic rigging

## E. CHARACTER

I am hard-working, reliable and self-motivated. I have a good work ethic and I pride myself on being professional and efficient. I enjoy learning new skills and being challenged.

I have an eye for detail and a keen interest in story. I have a deep interest in communicating ideas and messages and trying to create unique, impactful art. Game art and film CGI are very inspirational to me. I stick to deadlines, plan well in advance and strive to impress.

I have experience working within the pipeline for game engines such as Unity and Bohemia Interactive. I also have several years of experience creating 3D art for film and advertising. I can create both stylised and realistic content.

## F. WORK EXPERIENCE

• 2016 -2018	Freelance 3D creating game ready and film ready assets via CGTrader and other platforms. These assets include weapons, vehicles and characters.
• 2019 -2021	Contract 3D artist at Savage Game Design, delivering various high quality 3D fully-game ready assets for an Arma 3 DLC – S.O.G Prairie Fire. ( <a href="https://store.steampowered.com/app/1227700/Arma_3_Creator_DLC_SOG_Prairie_Fire/">https://store.steampowered.com/app/1227700/Arma_3_Creator_DLC_SOG_Prairie_Fire/</a> )  Freelance contract creating 3D realistic low-poly game assets for the indie game Blue Waters – naval simulation (Azure Skies, LLC)
• Aug 2019 – Dec 2021	Full-time lead 3D modeller at Made by Radio. Stylized modelling, sculpting and texturing. ( <a href="https://www.madebyradio.com/">https://www.madebyradio.com/</a> )
• Jan 2022 – June 2022	Set modeller at Triggerfish Animation Studios creating stylized environments for a series of short films ( <a href="https://www.triggerfish.com/">https://www.triggerfish.com/</a> )

## G. REFERENCES

Byron Meiring	Employer at Made by Radio	<a href="mailto:byron@madebyradio.com">byron@madebyradio.com</a> <a href="https://www.madebyradio.com/">https://www.madebyradio.com/</a>
Andre Davids	CG Director at Made by Radio	<a href="mailto:andre@madebyradio.com">andre@madebyradio.com</a>
Rob Graham	Director for Savage Game Design Ltd.	<a href="mailto:robg@savage-game.com">robg@savage-game.com</a> <a href="https://www.savage-game.com/">https://www.savage-game.com/</a>