

Julianna Budding

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EDUCATION

BFA Design, GPA 3.95; University of Texas at Austin, Austin, TX; Expected Graduation May, 2006

TECHNICAL SKILLS

Drawing, Photoshop, Illustrator, InDesign, GoLive, Flash, Dreamweaver, Form_Z, VectorWorks, some Maya.

DESIGN EXPERIENCE

NERO (Neuro Evolving Robotic Operatives) video game, Fall 2005.

Redesign web site, create new logo and all new graphics using Photoshop, HTML and WordPress.

Audio Adventure digital game, Spring 2005.

Work with interdisciplinary design team to create digital game concept, presentation and graphics. Concept won first place at *UT Austin Game Court competition, 2005.*

John Clarke art historian, 2004-2005.

3-D model and texturing Roman peristyle, animated walkthrough, and screenshots for textbook.

UT Recsports web site, Summer 2005.

Design and create promotional, interactive, online Flash animation to highlight the aquatic complex.

University of Texas Fine Arts Library, Spring 2005.

Graphic artist and designer of navigational signage system proposal, first place winner in environment design category at *AIGA Expose Yourself competition, Spring 2005.*

Design Intern, Custom Creation Exhibit Design Studio, 2003.

Assist with 2-D and 3-D design and production of environment design projects and advertising materials for clients including KVUE, Wayport, Richard Garriot, Spinal Concepts, and Buffalo.

TEACHING EXPERIENCE

Student Representative, Adobe Systems Inc., 2004-2005.

Teach students, professors, and UT staff GoLive, Photoshop, ImageReady, Bridge, Illustrator, AfterEffects, InDesign, and Acrobat Pro.

IT Coordinator, University of Texas at Austin, 2004-2005.

Tutor professors in Powerpoint, Dreamweaver, Photoshop, Blackboard, InDesign, Illustrator, and digital photography.

Design Computer Lab Proctor, University of Texas at Austin, 2004-2005.

Teach students digital photography, scanning and Wacom tablet techniques, Flash, Dreamweaver, Form_Z, VectorWorks, Photoshop, InDesign, Illustrator, and Acrobat Pro. Provide in-class support to UT Design Technologies I and II classes.