

Julie Becher

Environment Artist



About Me

Hey, I'm Julie! An award winning 3D generalist focused on stylized environments. With a background in visual development, I bring strong design and storytelling skills to every project. I love creating art that connects people and sparks imagination, and I'm excited to keep growing and bringing worlds to life through 3D.

Education

Gnomon School of VFX, Games, and Animation
North Hollywood, CA
April 2023 - August 2025

Certificate in Digital Production, CG Generalist (GPA: 3.9)
Clubs: Modeling and Texturing Club

Achievements

The Rookies 2025

Rookie of the Year- Runner Up : Game Development

2x Rookie of the Year- Finalist : Game Development , Fortiche Production

The Rookie Awards is the world's biggest contest for aspiring creatives in games, animation, visual effects, immersive media, motion graphics and product visualisation.

Gnomon Winter 2025 Awarded "Best of Term" Stylized Environment
Award given for my piece "Trolley"

3D Skills

- Knowledgeable in both feature and games development pipeline- proficient in hard surface modeling and UV mapping in Maya, sculpting in Zbrush, texturing both procedurally and by hand in Substance painter and Substance Designer, and rendering in Unreal Engine
- Experience with creating both stylized and realistic textures
- Creative eye for story, shape, color, and composition, strong sense for art direction
- Able to multitask many programs ensuring that the workflow for the project stays consistent

Concept Development

- Ability to create original concepts and execute them to completion in 3D, in addition to successfully replicating the look and feel of provided concepts
- Storyboard and effectively translate writing to illustration, streamlining workflow

Communication

- Successfully collaborate with artists from different parts of the production pipeline- Team Player
- Receive critique and apply to projects quickly and accurately

Work Experience

Studio Connelly

3D Artist

Valley Village, CA

October 2025 – Present

- Collaborated with directors and designers to deliver polished, production-ready renders for client presentations and storytelling needs.
- Responsible for creating high-quality 3D models, environments, and animations that support the studios creative and visual direction.
- Worked alongside with teams and independently

Sculpting Instructor

Teachers Assistant

Los Angeles, CA

January 2024 - July 2024

- Enhanced sculpting techniques by emphasizing composition, shape language, and anatomy.
- Provided feedback on student sculptures, improving quality and satisfaction.
- Taught time management to ensure that all students were able to meet deadlines efficiently and consistently

Software

- | | | | |
|-----------|----------------------|----------------------|-------------|
| • Maya | • Substance Painter | • Unreal Engine | • SpeedTree |
| • Blender | • Substance Designer | • Marmoset Toolbag | • Houdini |
| • Zbrush | • Adobe Photoshop | • Marvelous Designer | • Yeti |
| • Nuke | • Adobe Premiere | • Gaea | • V-ray |

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