

**Julia Detar**  
3239 56th St  
Woodside NY 11377

917-328-7406  
thedancingfridge.com  
julia@thedancingfridge.com

## **Experience:**

### **(Aug 2006- current) Arkadium: Game Artist / Game Developer**

At Arkadium I worked on many custom flash games, re-skins and advergames of which include the following.

2010

**Mahjongg Dimensions Deluxe:** I did all the tile art (tiles were pre-rendered using vray), most tile animations, some effects animations, some backgrounds and assisted in integrating art into the engine.

**Mahjongg Dimensions on Facebook:** I did various bonus levels or "gift" levels including the tile art for the bonus levels, the bonus level layouts themselves and integrating the layouts in the engine. I also created art for promotions, ads and marketing including art for mahjonggdimensions.com.

**Picture Pieces/ Eclipse Photo Hunt:** I was the artist as well as the developer on this game. It's a photo puzzle game that is easily re-skinned and changed. The art and game design elements can be adjusted externally. This game can be found on greatdaygames.com as well as on seventeen.com.

2009

**My Sims Online:** I was one of a team of artists working on this project. I modeled rooms in Maya, textured the rooms and arranged assets the client (EA) sent us into game room areas that were rendered in isotopic view for the engine. I also rendered out a lot of the client assets and incorporated them in the game engine using an editor and XML. I also designed some tile art and an island layout for the game.

**Train of Thought:** I was the artist on this game as well as the project lead. This typing game can be played on greatdaygames.com.

**5 Roll:** I was the developer on this game. The game can be played on both Great Day Games as well as Microsoft's Bing network under games and entertainment.

2008- 2007

**Mattel's U B Funkeys:** I was both an artist and a developer. I worked on 11 of the series 1 mini games. I integrated art into the mini games as well as fixing and altering the engines to spec and creating some of the games from the ground up. I also did some art for the mini games, created art for some of the items players can collect and created some map animations.

2006

**Mahjongg Toy Chest:** I created the tile art and animations for the game. I also integrated the art into the game engine and added some ui features. This game can be played on greatdaygames.com.

### **(Spring 2009) We Add Up: Flash Animator**

**We Add Up:** This was a flash animation I did for a non-profit.

### **(Jun 2006 - Aug 2006) Amaranth Games: Flash Programmer**

**Promo for Aveyond:** I made a flash demo version for the downloadable game.

### **(Sept 2005 - May 2006) BFA Thesis Project: Flash Artist and Programmer**

**Bug Water Glen:** I created an educational game in Flash MX for my thesis based on 2nd grade Ohio science curriculum. I play tested the game in a public school with 130 kids- first and second graders.

**Software:**

Program languages: AS1-3 , Flash Develop (IDE), XML, javascript,html

Graphic Programs: Adobe Flash, Photoshop, After Effects, 3D Studio Max, Maya

**Education:**

Bachelor's of Fine Art at the Cleveland Institute of Art

Major: Technology Integrated Media Environment (Digital Arts)

**Other:**

Conference Associate at the Game Developers Conference 2010- 2007

GDC Scholarship recipient 2006

West Virginia Flash Animation Festival: 2006

Directors Choice Award for animation short Dinosaur Land

Runner-up Best Personal website

Student Volunteer Team Leader at ACM Siggraph 2006

Special Jury Award CIA Student Film Festival 2005

Cleveland Institute of Art Honorary Scholarship award 2004