

JULIA SCHRECKENBACH

ENVIRONMENT & 3D ARTIST



EXPERIENCE

Collaborative Student Game Project

Games Academy

2025 | Berlin, Germany | Environment Art, Level Design, Master Materials

Unreal Environment & Level Design

2025 | Potsdam, Germany | Environment Modelling, Texturing, Optimisation

Rapunzel Storybook Project – Creating Corner

2023 | Berlin, Germany | Environment Art, VFX, Animation

Parental Leave

2019–2021

Jewellery Designer & Goldsmithing

Ortwin Thyssen Jewellery Design Ltd.

2011–2019 | Canterbury, UK | Jewellery Design, Goldsmithing, Production

Jewellery Designer – Idsardi Design

2010 | Delft, Netherlands | Jewellery Design, Craftsmanship, Client Consultation

FREELANCE

Pixel Art Project – Creating Corner

2024 | Berlin, Germany | Pixel Art, Sprite Animation, 2D Assets

Freelance Jewellery Designer

Precious & Connemara Marble

2009–2010 | Dublin, Ireland | CAD Jewellery Design, Collection Development, Material Adaptation

Freelance Jewellery Designer – Idsardi Design

2010 | Delft, Netherlands | Jewellery Design, Craftsmanship, Client Consultation

SKILLS

Environment Art: 3D Game-Ready Asset Modelling, Environment & Level building, PBR Texturing, Material Creation

Level Art: Level Design, World Building, Set Dressing
Design: Concept Development, Sketching, Form & Material Development

Software: Blender, Substance 3D Painter, Unreal Engine, Unity, Adobe Photoshop, Adobe Premiere Pro, Krita, Audacity, Aseprite

EDUCATION

3D & Game Design – Vocational Training – GPB

2022 – 2024 | Berlin, Germany

Introduction to UX/UI Design & Marketing –StartStep

2021 | Berlin, Germany

Practical Project Management & Sales Training

2016 – 2017 | London, UK

BA (Hons) Design – Industrial/Jewellery Design

2007 – 2011 | NCAD, Dublin, Ireland

Art & Craft / General Design – Grennan Mill Art /Craft School

2005 – 2007 | Thomastown, Ireland

LANGUAGES

German Native, C2

English Fluent, C1/C2

Russian Advanced, B2

INTERESTS

Being Creative
Story Telling, Reading
Climbing, Trapeze, Sport
Meeting interesting people
Family Time,
Adventures with friends