

Justin Blackburn

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EDUCATION

DePaul University

Chicago, IL

BS Information Technology: New Media Engineering, VFX Minor | GPA: 3.94/4

June 2025

Dean's List - All quarters 2021 – Current

State Scholar Plus Scholarship – \$100,000 merit-based scholarship determined by GPA & class ranking.

Relevant Coursework: Applied OO Programming, Application Development, Web Development, Image Science, Virtual Cinematography, Unreal Engine for Filmmakers, 3D Modeling and Shading, Advanced C4D & Redshift

Languages: Python, VEX, Java, HTML, CSS, JavaScript, Node.js, Express.js, SQL

Tools & Technologies: Houdini, Unreal Engine, Nuke, Maya, Redshift, Adobe (Premiere Pro, After Effects), Microsoft (OS, Suite), Linux (OS), Microsoft SQL Server, Perforce, Git, MongoDB

Skills: Hard worker, Collaborative team member, analytical, scripting, OOP, Application Development, Web Development, Database Management, Modeling, Compositing, Editing, Color Correction, Virtual Cinematography, Virtual Production

PROJECTS

Jarvis Challenge

October 2024 - Current

Jarvis Innovation Center Grant Project

- A part of a 3-person team that received a grant to conduct CG & VFX research focusing on building a camera rig that utilizes a 360° camera for purposes of camera tracking and a new asset technique of 'de-lighting'.
- Responsible for technical portions such as custom Python plugins and gizmos as well as assisting in additional pipeline workflow.

Personal Portfolio Website

October 2024 - Current

- Utilizing HTML and CSS, scripted a personal portfolio page to showcase past projects and house personal career information. Currently working on adding additional JavaScript functionality and improving presentation through use of React.

Houdini Virtual Cinematography Film

October - November 2024

- Employed computer graphics cinematography skills through a collaborative group project overseeing 1/3 of the final film.
- Through VEX created math functions controlling instanced lights positions and values within Solaris.

Pet Adoption Website

November 2024

- Utilized JavaScript runtime-based web development through Node.js and Express.js to create error handling and MVC structure within the backend site logic that also connected to MongoDB.
- Expanded front end presentation through use of HTML and CSS to display available pets and additional site information.

Multiplier Maya Custom Plugin Tool

March 2024 – June 2024

- Worked alongside artists to problem solve production issues to then use Python within Maya to create a custom plugin tool for the artists to be able to multiply objects in any amount or bundled shape as either instances or duplicates saving artists 75% of the time it would take without the tool.

WORK EXPERIENCE

DePaul Jarvis Student Center for Innovation

Student Staff

September 2024 - Current

- Maintain a safe and collaborative working environment for students and patrons while also performing shift duties. Additionally, independently lead workshops on various technology topics ranging from VR to Virtual Production.

Virtual Production Environment Creator & VFX: *The Cave Short Film*

May 2024 - August 2024

- Lead and collaborated with a small team focusing on creative communication skills utilizing Unreal Engine to create a virtual production environment for an independent short film.