




# JULIA HOWE

DIGITAL ASSET MANAGER / SPECIAL EFFECTS

## CONTACT

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## EDUCATION

STEVENS INSTITUTE OF  
TECHNOLOGY  
PROJECT MANAGEMENT  
2006

B.A. PHILOSOPHY & SOCIAL  
SCIENCES, 2001  
MINOR MUSIC, 2001

## SKILLS

Adobe Cloud (PR, PS, AE)  
MS Office (word, excel)  
Shotgun, PIX, File Maker  
VR/AR production  
Cloud Server Admin  
IT Tech (MacOS & Win10)  
Practical Special Effects  
VFX Coordinator  
Project Manager

## ABOUT ME

CERTIFICATIONS: Project Management Professional (PMP). OSHA10, Pyrotechnics3

LANGUAGES: English, Japanese (basic Bulgarian, Chinese, & French)

AFFILIATIONS: Television Academy & I.A.T.S.E. local44

## EXPERIENCE

JEM/FX, 6/2021- present

Special Effects Technician

Specialty purchasing for large-scale mechanical effects builds. Sourcing components to match period specific vehicles for a Noah Baumbach feature.

ARETE, 2017-2021

Special Effects Technician

Various projects including Ellen's Game of Games, Forged in Fire Knife or Death, Cannonball, Floor is Lava, Ryan's Mystery Playdate, and Assembly Required.

LEGENDARY ENTERTAINMENT, 9/16-3/17

Art Dept Digital Asset Manager

Manage the Art Dept cloud server for "Godzilla(2019)". Format quicktimes for PIX distro, admin CloudSync backups to BOX, deliver and distribute storyboards and previs according to Production's protocol. Secure deliveries over PIX, and Shotgun.

LEGENDARY ENTERTAINMENT, 1/15-8/15

Cybersecurity HOD / Digital Asset Manager

Set-up and deploy cloud servers for asset-heavy departments on "Great Wall(2017)" in Beijing, China. Diagnose and implement strategy to improve internet access, restore backup data to hacked machines, and monitor internet traffic to identify threats. Set-up VPN accounts for all department heads, producers, and talent.