

Judith Solomon

Contact Information

- **Email:** Miraclejudy3@gmail.com
 - **LinkedIn:** [linkedin.com/in/judith-solomon](https://www.linkedin.com/in/judith-solomon)
 - **Portfolio:** <https://www.judithsolomon.art/>
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Profile Summary

As a passionate and innovative 3D artist, Judith Solomon specializes in creating detailed and diverse game models using Blender. Co-founder of SEEDE XR Design Studio, Judith has a proven track record in managing creative 3D design, asset storage, and profiling for animation, VR, and AR projects. With extensive experience in crafting virtual tours and AR experiences. Her dedication to leveraging emerging technologies like VR, AR, and AI aims to revolutionize education, making learning more engaging and effective.

Key Achievements

- **1st Place** at the AR/VR Africa Hackathon 2022, competing against 17 teams from various African countries with the SEEDE XR team.
 - Successfully co-founded **SEEDE XR Design Studio**, overseeing creative 3D design, asset storage, and profiling for animation, VR, and AR.
 - Developed multiple VR tours and AR experiences for clients such as Webobook using Zappar and Spark AR.
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Professional Experience

Seede Group Company Limited

Co-Founder & 3D Artist

April 2023 - Present

- Oversee the end-to-end management of 3D design projects, from concept development to final delivery, ensuring adherence to timelines and quality standards.
- Implement cutting-edge techniques in 3D modelling, animation, and VR/AR asset creation to enhance the studio's creative output.
- Work closely with clients to understand their vision and requirements, translating them into compelling 3D designs and immersive experiences.

Zhong Wei Zuote International Co. Limited

Internship, Warehouse Management

October 2024 - December 2024

- In this Chinese company, I practiced my Chinese language skills and applied knowledge from my Business Information Technology degree in a real world work environment.

OnaStories Group

3D Artist

November 2022 - Present

- Created detailed and accurate 3D models for various storytelling projects, enhancing the visual appeal and narrative impact.
- Worked with a multidisciplinary team including writers, directors, and other artists to bring stories to life through high-quality 3D visuals.
- Utilized Blender and Unity extensively to model, rig, and animate characters and environments.
- Conducted thorough reviews and revisions of 3D assets to ensure they meet the project's artistic and technical standards.

YOUTH FOR CHILDREN (Y4C) INNOVATION HUB

Internship, Innovator

July 2022 - September 2022

- Applied human-centered design methodologies to address societal challenges through technology-driven solutions.
- Conducted in-depth research to explore the question: "How can we improve middle-childhood and adolescent dietary choices and lifestyle behaviors?"
- Collaborated in a multidisciplinary team to tackle the problem statement: "Influencing proper dietary perception, motivation, and choices among middle-childhood and adolescents in healthier ways."
- Contributed to ideation, prototyping, and pitching of innovative concepts aimed at improving youth health outcomes.

Education**University of Dar es Salaam (UDSM)**

Business Information Technology, 2021 - 2024

Confucius Institute UDSM

HSK4, Chinese Language, November 2021 - December 2024

Agape Lutheran Junior Seminary

Secondary Level, Science, January 2015 - May 2021

St. Ann's Nursery and Primary School

Nursery and Primary Level, 2008 - 2014

Skills

- **Design Skills:** 3D modeling, AR development, Virtual tours, VR simulations, XR environment
 - **Design Software Tools:** Blender, Unity, WeboBook, Make Human, Figma, SparkAR Studio, Zappar Studio, MagiScan 3D, Canva, Midjourney, Meshy AI, ChatGPT,
 - Capcut, etc
 - **Programming and Computer Skills:** C#, HTML, CSS, GitHub, Visual Studio, Visual Studio Code, Microsoft Office (PowerPoint, Word, Excel), Google (Docs, Sheets, PowerPoint).
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Certifications

- Certificate of Completion - AR/VR Africa Bootcamp 2023
 - Certificate of Completion - 3D Environmental Design with Blender for XR
 - Encouragement Award - "International Chinese Day" and "Chinese Bridge" Competition.
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Referees:

1. Alex Mkwizu: a.mkwizu@seedexr.com | +255 753648150
2. Tulanana Bohela : Tulanana@onastories.com | +255 767 836 821