

# Garrett Williams

Philadelphia, PA Area

[garrettwilliams@tonsofhunstudios.com](mailto:garrettwilliams@tonsofhunstudios.com)

[www.tonsofhunstudios.com](http://www.tonsofhunstudios.com)

## Summary of Qualifications

---

- Proficient in Unity Game Engine through personal, school, and work projects
- Skilled in Shader Graph, URP, and Substance Painter
- Ability to document and create pipelines for creating 3D art assets

## Projects

---

VR Training Simulation for Orthopedic Surgery June 2019 - August 2021

- Developed a VR simulation for orthopedic surgeons using the Unity Game Engine
- Collaborated with Engineering and Biomedical Art students to implement code and art assets in a documented pipeline

Cold Spray VR Training Simulation June 2021 - July 2021

- Created realistic hard surface 3D models using Blender and Substance Painter of equipment and furnishings

Game Development Youtube Channel January 2019 - Present

- Film, edit, and upload videos to my Youtube Channel “Tons of Hun Studios” about my various game development projects
- Produced 100+ videos and amassed 500+ subscribers

Strung By Three Personal Indie Game September 2020 - Present

- Designing and creating my own 3D combat video game in Unity using C#
- Using the URP with Shader Graph to create materials and shaders to enhance game visuals

## Work Experience

---

Virtual Reality Lab Student Worker June 2019 - Present

Rowan VR Center, Gloucester County, NJ

- Design virtual reality applications for sponsored companies
- Collaborate with engineering students/faculty

## Education

---

Bachelor of Science, Electrical and Computer Engineering Expected May 2022

Rowan University, Glassboro, NJ

GPA: 3.72/4.0

Honors/Awards: Dean’s List

## Technical Skills

---

- Unity/Shader Graph, Blender, Hard Surface Modelling, Substance Painter, Photoshop, SteamVR

## Awards/Achievements

---

- Unreal Engine x Tallo Earth Day Cinematic Age 19-25 1st Place (April 2021)
- 4th Degree Black Belt, National Karate Institute (December 2020)

## Volunteer Experience

---

Head/Master Instructor, National Karate Institute

January 2015 - Present