

Garrett Williams

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Summary of Qualifications

Unity Tech Artist with 3 years of experience as a Rowan VR Center worker. Specializing in Unity, Photoreal 3D Asset Creation, Materials/Shaders, and VR Development.

Projects

VR Training Simulation for Orthopedic Surgery June 2019 - December 2021

- Programmed in C# functionality/shaders for a Unity VR simulation with 11 surgical steps
- Modeled and textured photoreal 3D art assets (Ex. Anesthesia Cart)
- Co-authored a conference paper for the IEEE Sensors Application Symposium 2021

US Army Gunner Protection Simulation November 2021 - May 2022

- Developed drone/turret gunner combat scenario simulation in Unity
- Created cinematic using the Unity Timeline
- Utilized Unity procedural generation/terrain tools in HDRP

Work Experience

Developer Intern (WE3) May 2022 - Present
Jam3, Toronto, ON

- Develop 3D WebGL-based websites using Three.js
- Collaborate with developer, design, and production interns
- Create pitch deck presentations for the internal team

Virtual Reality Lab Student Worker June 2019 - May 2022
Rowan VR Center, Gloucester County, NJ

- Designed virtual reality applications for Cooper Hospital, Picatinny Arsenal
- Lead instructional sessions to integrate 5+ new students into our pipeline
- Documented progress and task management with engineering faculty

Technical Skills

- Unity, URP, Shader Graph, Blender, C#, Substance Painter, C++, Photoshop, SteamVR

Education

Bachelor of Science, Electrical and Computer Engineering May 2022
Rowan University, Glassboro, NJ GPA: 3.77/4.0
Honors/Awards: Dean's List

Relevant Coursework

- VR Systems, Intro to Python, Principles of Data Structures (C++), Calculus III, Digital Image Processing, Intro to Esports

Certifications/Achievements

- Unity Certified Associate: Game Developer (April 2022)

Volunteer Experience

Head/Master Instructor, National Karate Institute January 2015 - Present