

Garrett Williams

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Summary of Qualifications

Unity VR Generalist experienced in virtual reality/game development. Specializing in Unity XR, photoreal 3D asset creation, and materials/shaders.

Projects

US Army Gunner Protection VR Simulation November 2021 - Present

- Develop drone/turret gunner combat scenario simulations for the Valve Index and CAVE
- Create cinematics using the Unity Timeline
- Utilizing Unity procedural generation/terrain tools in HDRP

VR Behavioral Training for Parents November 2022 - Present

- Developing a simulation to train parents how to manage their ASD child's behaviors
- Implement VR interactions for the Meta Quest 2

Cooper Hospital VR Orthopedic Surgery Simulation 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)

Work Experience

VR Research Engineer October 2022 - Present

MAVRC, Gloucester County, NJ

- Develop virtual reality applications for Cooper Hospital, Picatinny Arsenal
- Co-lead teams of students for Engineering Clinic coursework
- Work directly with faculty/clients to deliver VR applications

Creative Developer Intern May 2022 - August 2022

Jam3, Toronto, ON (Remote)

Technical Skills

- Unity, C#, Blender, Substance Painter, Jira

Education

Master's of Science, Electrical and Computer Engineering

Expected Spring 2024

Rowan University, Glassboro, NJ

Certifications/Achievements

- Unity Certified Professional: Artist (March 2023)

Publications

- "DyViR: dynamic virtual reality dataset for aerial threat object detection," Proc. SPIE 12529, Synthetic Data for Artificial Intelligence and Machine Learning: Tools, Techniques, and Applications, 125290G (13 June 2023); <https://doi.org/10.1117/12.2663417>

Volunteer Experience

Head/Master Instructor, National Karate Institute

January 2015 - Present