

Avery Sky Williams

Artist, Digital Designer

averyskyart.com
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EDUCATION

The School of the Art Institute, Chicago, IL — BFA

Interdisciplinary Arts with a focus on Art and Technology

Savannah College of Art and Design, Savannah, GA

Game Design, Immersive Reality (AR/VR/XR)

RELEVANT WORK EXPERIENCE

Photogrammetry Intern, The Field Museum

Created and used cutting edge photogrammetry workflows to create 3D scans of objects from the Geology and Meteorite Department. Created presentation and archive ready 3D models that could be used interdepartmentally. Refined workflows in a way where they could be translated to an employee guide book so other coworkers could learn the workflow themselves. Gave presentations about my work and process to large groups of coworkers and customers.

Freelance Artist, Chicago, IL

Supported clients by providing them with a friendly and professional environment where they can comfortably express their needs and expected outcomes. Creation of sketches, thumbnails or presentations of potential outcomes that fit their requirements. Fostering clear communication to execute desired outcomes in a timely manner. Examples include logos, portraits, book covers, web banners, brand kits, paintings and more!

RELEVANT COURSEWORK

Experimental Game Lab, SAIC

Used Unity and C# to program and design gaming experiences.

Virtual Reality, SAIC

Worked in Unity to create immersive VR and AR experiences.

Ceramics and the 3D Printer, SAIC

Used Rhino and Simplify to create 3D structures to be printed in clay.

Game Art, SCAD

Worked in Unreal Engine 4, Maya and Substance Painter to design 3D environments for future gameplay.

Immersive Reality, SCAD

Used Zapworks Studio, Tilt Brush, After Effects, 360 cameras and more to create immersive VR experiences.

SOFT SKILLS

Hard-working	Fast Learner
Compassionate	Professional
Understanding	Dedicated
Problem-Solving	Love to Grow

HARD SKILLS

Painting & Drawing

Digital Art & Design

Ideation & Mood Boarding

3D Modeling & Texture Painting

Environment Art & Design

PROGRAMS

Adobe Suite	Canva
Unity	Unreal Engine 4
Blender	Zbrush
Procreate	SparkAR

EXHIBITIONS

Timeout Market, Artist of the Month

Juneteenth Celebration, Paper Gun Gallery

SAIC Undergraduate Exhibition

City Wide Exhibition

Illinois High School Art Exhibition

Regional Art Exhibition, Silver Key