

# Avery Sky Williams

Artist, Digital Designer, Activist

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## EDUCATION

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

2019 - Current

Interdisciplinary Arts with a focus on Art and Technology

### Savannah College of Art and Design, Savannah

2017 - 2019

Game Design, Immersive Reality

## RELEVANT COURSEWORK

### Experimental Game Lab, SAIC

Fall 2021

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

### Virtual Reality, SAIC

Spring 2020

Using Unity to create immersive experiences.

### Ceramics and the 3D Printer, SAIC

Spring 2020

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

### Game Art, SCAD

MONTH 20XX - MONTH 20XX

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

### Immersive Reality, SCAD

Spring 2019

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

## PROGRAMS

Unity                      Unreal Engine 4

Maya                                      3ds Max

Zbrush                                      Procreate

SparkAR                      Substance Painter

Photoshop                      After Effects

## COMMUNITY ADVOCACY

### SAIC Covid19 Cohort, 2020,

Student advocacy group working with admin to provide student relief

### Exodus Institute, 2020, A

community center in the heart of the westside. Arts and Entertainment Assistant

### World Vision, Community

Table, Teen Advocate for the Austin Community.

### Sistas of the Hood, UnitedEx

Honors Banquet, Women in Transition Christmas Banquet, Christmas Market

## AWARDS

City Wide Exhibition

Illinois High School Art Exhibition

Scholastic Art Midwest

Regional Art Exhibition, Silver Key

National Society of High School Students

