Avery Sky Williams

Artist, Digital Designer, Activist

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EDUCATION

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

2019 - 2023

Interdisciplinary Arts with a focus on Art and Technology

Savannah College of Art and Design, Savannah, GA

2017 - 2019

Game Design, Immersive Reality

RELEVANT WORK EXPERIENCE

The Field Museum, Chicago, IL

2022 - 2023

Photogrammetry of objects from Geology and Meteorite Department

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

Spring 2019

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

EXHIBITIONS

Timeout Market, Artist of the Month

SAIC Undergraduate Exhibition

City Wide Exhibition

Illinois High School Art Exhibition

Regional Art Exhibition, Silver Key

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