

SOFTWARE EXPERIENCE



AUTODESK MAYA



HOUDINI



PHOTOSHOP



SUBSTANCE PAINTER



SUBSTANCE DESIGNER



ZBRUSH



MARVELOUS DESIGNER



UNREAL ENGINE



SPEEDTREE



ILLUSTRATOR



AFTER EFFECTS



PREMIERE PRO

Kevin Williams

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<https://www.masteryinc.net/>

<https://kevmastery.artstation.com/>

PROFILE

Experienced 3D Environmental Artist responsible for designing 3D models, textures, lighting, and other elements to bring virtual worlds to life.

Creative and talented Digital Artist with over 7 years of experience in Photoshop creating visually stunning graphics. Skilled in conceptualizing and executing concept ideas.

EDUCATION

Digital Media, August 2020 - May 2021, (10 Months)

Hudson Valley Community College

EXPERIENCE

Houdini Foundation Project, December 2023 - April 2024, (5 Months)

EHoudiniAcademy

- Learned the basics of Houdini and how to use it with Unreal Engine
- Learned how to make a Procedural Building Tool using Houdini
- Worked with Houdini's node language to build tools and utilities
- Procedural modeling, UV's, texturing and installing instances
- Scripting using VEX and Python

Concept Artist, August 2020 - November 2020, (4 Months)

Tipton Edits

- Collaborated with Art Director to create and execute concept ideas
- Used strong skills with Photoshop with style versatility
- Produced a variety of high quality designs that met project requirements

ACHIEVEMENTS

- Art featured on Edgar Wright Social Media Page
- Top 10 in Kareem Abdul-Jabbar Art Competition

SKILLS

Expertise

- 3D Modeling
- Environmental Modeling
- Lighting
- Texturing
- UV Mapping
- Props
- Scripting
- Python
- VEX
- Concept Art
- Compositing
- Matte Painting
- Digital Painting

- Autodesk Maya
- Houdini FX
- Adobe Photoshop
- Adobe Substance Painter
- Adobe Substance Designer
- ZBrush
- Marvelous Designer
- Unreal Engine

Proficient

- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Adobe InDesign
- SpeedTree
- Blender