

# SHANNON WILLIAMS

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## INDUSTRY EXPERIENCE

*Game Designer*

May 2015 - June 2019

Quicken Loans

- Designed multiple games to drive engagement and train team members about company policies and processes
- Created tools to assist with learning software

*Programmer / 3D Modeler*

April 2018

Avenger's Walk Confidently

- Programmed a mobile web video game based on Marvel's Infinity War
- Used Blender to create 3D cars and benches to fling at character walking down the street
- Integrated Snapchat filter based on the game

*Programmer / 3D Artist*

April 2018

Scrap City

- Modeled characters and environment assets for a mobile fighting game featuring Detroit artists.
- Programmed the game using Unity3D
- Marketed game on the App Store and Google Play store by
- The game was downloaded over 20,000 times since the release and maintained a 4+ star rating

*Art integration, Programming* February 2018

NCAA Mascots AR Snapchat Lenses

- Integrated videos of dancing NCAA mascots in an Augmented Reality space.

*Programmer*

October 2017

Barry Sanders Dodgeball Mobile

- Created Web/Snapchat Ad for a mobile web video game featuring the legendary Barry Sanders of the Detroit Lions.
- This entire game was built in a matter of 8 days within Construct2 and had over 800,000 total players (averaging 90 seconds of playtime).



## SKILLS/SOFTWARE

3D Modeling – Maya, Sculpttris, ZBrush, Daz, FaceGen, Sketchup

Texturing – Substance Painter, Substance Designer

AR/VR – Lens Studio, Oculus, Patch Editor

Coding – Unreal Engine, Unity3D, JavaScript, AWS, Visual Studio Code, Xcode, C#

Adobe – Photoshop, Premiere, Dreamweaver, Audition

## EDUCATION

Bachelor of Science Degree in Game Art

August 2019

Full Sail University Online

*Valedictorian*