

WILLIAM WOLYNIC

CONCEPT ARTIST,
3D ANIMATOR / MODELER

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WWOLYNICDESIGNS.ARTSTATION.COM

Concept artist skilled in traditional and digital illustration. Also proficient in 3D modeling as well as animation. Highly detailed oriented team player with a passion for the gaming industry.

EDUCATION

2017 **MASTER OF ARTS IN GAME DEVELOPMENT**
2026
Character Concept Art for Games
Academy of Art University / 2021

2007 **BACHELOR OF FINE ARTS IN 3D ANIMATION**
2013
Graduated cum laude with a 3.6 GPA
Farleigh Dickinson University / 2013

PROFESSIONAL SKILLS

SOFTWARE	SPECIALIZATION
PC/MAC OS	Computer Tech Support
Adobe Photoshop	Digital Illustration
Adobe Illustrator	3D Animation
Maya	Graphic Design
ZBrush	Game Design
Mudbox	Team Work
Unity Game Engine	Logistics

PROJECTS

2020 **DIGITAL PAINTING CONCEPTS PROJECT FOR AOA**

- Conceptualized and thumb-nailed character designs.
- Created monochrome passes for light / shadow mapping.
- Digitally painted over monochrome passes.
- Made adjustments to painting to achieve best results.

2019 **3D ANIMATION PROJECT FOR AOA**

- Modeled a mock up environment for the scene.
- Conceptualized and modeled 3D character model for the scene.
- Rigged character and posed him into the scene.
- Modeled higher detailed environment. Chose appropriate lighting.
- Animated character and cameras.
- Rendered animation and edited it in post to be compiled.

WORK EXPERIENCE

2019 **IT ASSISTANT**
2019 **WESTCHESTER COMMUNITY COLLEGE**
IT Department

Deployed computers to classrooms around campus. Prepared them for student and faculty use by installing the operating system and approved software on them.

2013 **SALES ASSOCIATE**
2019 **UPS STORE**

Managed store operations. Most commonly packing and shipping customers' items to various global locations. As well as helping with customers' logistics needs.