

WILLIAM WOLYNIC

ARTIST & ANIMATOR

PROFILE

Concept artist skilled in traditional and digital illustration, with additional proficiency in 3D modeling and animation. Highly detail-oriented team player with a passion for the gaming industry.

CONTACT

(551) 265-9753
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www.wwolynicdesigns.com

PROJECTS

Concept Artist Fairy Tail Redux / 2020

- Conceptualized character designs and created thumbnails. Developed monochrome passes for light/shadow mapping.
- Digitally painted over monochrome passes. Adjusted painting to achieve best results.

3D Animator The Drunken Master / 2019

- Conceptualized and modeled 3D environment and character. Rigged character and posed character into the scene.
- Modeled higher-detail environment and lighting. Animated character and cameras. Rendered and edited in post.

EDUCATION

**Master of Fine Arts
In Game Development**
Character Concept Art
Academy of Art University
San Francisco / 2021

**Bachelor of Fine Arts
In 3D Animation**
Graduated cum laude 3.6 GPA
Fairleigh Dickinson University
Teaneck / 2013

EXPERIENCE

IT Assistant Westchester Community College / 2019

- Deployed computers to classrooms around campus.
- Prepared equipment for student and faculty use by installing operating systems and approved software programs.

Sales Associate UPS Store / 2013 - 2019

- Managed store operations, including packing and shipping customers' items to various global locations.
- Assisted customers with logistics needs.

ART SKILLS

Traditional/Digital Illustration
3D Animation & Modeling
Concept Art
Game Development
Game Design & Strategy
Graphic Design
Computer Tech Support
Teamwork & Collaboration
Logistics Operations

LANGUAGES

Fluent in English / Elementary Japanese

TECHNICAL TOOLS

Photoshop	ZBrush
Illustrator	Unity
Maya	Mudbox