

William Hollinger

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Skills

- Maya
- Blender
- Zbrush
- Substance Painter
- Adobe Photoshop
- Adobe Illustrator
- Unreal Engine
- Unity
- C++
- Java
- JavaScript

Education

BFA Game Design & Development
University of Wisconsin - Stout
Graduated May 2022
Cumulative GPA 3.4

Developed games on various platforms including 3D, 2D, and board games
Created games for different systems including consoles, PC, phone, tablet, and VR

Worked in various engines including Unreal Engine and Unity to produce short games and experiences

Projects

Creep

May 2022
3D Artist/Animator
Character Rigger

Newt!

May 2022
UI/UX Lead
3D Environmental Artist
Level Designer
Animator

Give Me Some Space

May 2021
UI/UX Artist
2D Level Designer
2D Character Artist/Animator
Sound Designer

Last Cookie Stand

February 2020
UI/UX Artist
2D Character Artist/Animator

Lights Out

May 2019
UI/UX Artist
2D Level Artist
2D Character Artist/Animator
Sound Designer

Employment

Kwik Trip | Menomonie, WI

09-2017-Present

Guest Service

- Learned leadership through training new coworkers
- Overlooked store to make sure tasks were completed in timely manner
- Improved sales through optimizing visual presence of sale items
- Refined efficiency by learning new ways to optimize tasks

Phillips-Medisize | Menomonie, WI

05/2018-09/2019

Factory Line Operator

- Enhanced productivity through learning faster ways to complete tasks
- Heightened production by maintaining multiple lines at once with little down time
- Expanded output by adding extra effort to areas that needed assistance
- Improved work conditions through monitoring safety hazards

Phillips Plating | Phillip, WI

05/2015-08/2017

Quality Inspector

- Gained leadership through taking on tasks that involved training co-workers in different areas
- Maintained efficiency by making sure tasks were completed ahead of schedule