

Erin Williams

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Education

School: University of Maryland: Baltimore County
Degree (in progress): Bachelor of Fine Arts
Major: Visual Arts – Animation/Interactive Media
Minor: Computer Science
Expected Graduation Date: Spring 2014
Grade Point Average: 3.54

Extracurricular Activities

Member of the UMBC Game Developer's Club (Fall 2012-present)
UMBC Center for Women In Technology (CWIT) Affiliate (Fall 2009 – Spring 2011)

Art Skills

Mediums: 3D Modeling, Digital Painting, Web Design, Chalk Pastel, Acrylic painting, Graphite, and Charcoal
Skilled in: Portraiture, Landscapes, and Illustration
Software Skills: Autodesk Maya, Blender, Corel Painter, Final Cut Express, Logic Pro, Adobe Flash, Photoshop, After Effects, and Illustrator

Current / Past Projects:

Artist on "Project Jack," a 2D Action Fighter Game (character and backgrounds)
Lead Artist on "Detached," a 3D Zombie Role-Playing Game (main character modeler and animator, worked on additional textures)

Technical / Software Skills

Programming Languages: Advanced knowledge in Java, C, HTML, and CSS; Good understanding of JavaScript, ActionScript, and Python
Applications: Eclipse, Dreamweaver

Relevant Coursework

Completed meaningful courses in: 3D Computer Animation, Interactive Media, Team-Based Game Development, Computer Architecture, Data Structures, Computer Organization & Assembly Language.