

# Kamilah Kathryn Williams

CA, San Francisco • Telephone: (215) 840 6843  
Email: KamilahWilliams@gmail.com • Portfolio: KamilahWilliams.weebly.com

## Skills:

- Organic & Hard Surface 3D Modeling
- Texturing
- Mental Ray
- Pelt Mapping
- Lighting
- Skinning
- Character Modeling
- Digital Painting
- Airbrushing
- Image Compositing
- Lip Syncing
- Motion Graphics
- Video & Audio Editing
- Storyboards & Animatics

## Technical Proficiencies:

- Autodesk 3Ds Max
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Flash
- Microsoft Power Point
- Microsoft Word
- Quark
- Crazy Talk
- Autodesk Mudbox
- Final Cut
- Motion
- Unity

## Traditional skills:

- Painting
- Pencil Drawing
- Pastels
- Charcoal
- Freehand Drawing
- Sculpturing

## Experience:

**(Contract work for Lockheed Martin), Mount Laurel, NJ**

**October 2012 – August 2013**

### **3D Graphic Artist**

- Created 3D models and textures
- Composited movies and footage
- Lip synced
- Created motion graphics
- Edited audio footage
- Approved for Security Clearances

**Drexel University College of Medicine, Philadelphia, PA**

**July 2009 - October 2012**

### **Multimedia Graphic Artist**

- Assisted in maintaining public facing websites by updating with user provided contents and created new graphics
- Composited, images, movies and footage
- Air brushed and touched up photos and images
- Designed posters, pamphlets, and newsletters for upcoming events and attractions for Drexel University and associated affiliations.

## Internship Experience:

**(Contract work for Lockheed Martin), Mount Laurel, NJ**

**January 2012 - March 2012**

### **3D Graphic Artist**

- Created 3D models and textures
- Composited movies and footage
- Created motion graphics
- Edited audio footage
- Assisted co-workers in reaching their deadlines

## Awards and Compositions:

**IGDA Game Jam (Held in Camden County College), Camden, New Jersey**

**January 27-29, 2013**

**3D Modeler and Texture Artist:** Participated in Global Game Jam. Helped design and implemented "Transplat", a game where you (the player) must navigate through an obstacle filled hospital while carrying a human heart, to deliver to a transplant patient in time. Modeled and textured the environment and all non- character assets. The assets were created with 2013 3Ds Max and textured with Photoshop I tested the objects in Unity.

The game can be accessed at the address: <http://globalgamejam.org/2013/project-heart-transplant-0>

## **Awards from The Art Institute of Philadelphia**

- The Outstanding Achievement Award in Animation (2012 Spring)
- Best of Quarter for Advanced Material & Lighting (2011 Winter)
- Dean List (2010 Fall)
- Best of Quarter Motion Graphics (2010 Fall)
- Best of Quarter for Character Modeling (2010 Spring)
- Dean List (2009 Summer)

## Education:

The Art Institute of Philadelphia, Philadelphia, PA  
Bachelor of Science in Media Arts and Animation: March 2012

Charter High School of Architecture and Design, Philadelphia, PA  
Graduated with Diploma 2006