

WILLIAM QUINLAN

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WORK EXPERIENCE

HitPoint Inc.

Remote

VFX Contractor – Venture Valley

May 2020 - May 2021

- Polished visual effects for 42 in-game Card abilities
- Added tablet and booster effects to Tekky character using script built with Technical Artist
- Simulated dollar sprite animation in Houdini for falling dollar FX; implemented and polished on win screen and business' interior boost state
- Fixed sprite and FX layering in business' interior
- Polished effects on HQ buildings, applied them across the different tiers

VFX Contractor – Cancelled Project

Jan 2021-Apr 2021

- Developed ambient, drifting cloud effects for world scene
- Designed raincloud effect for world scene using Shuriken Particles and Attractors
- Created directional effect for when puzzle components spawn
- Added active/inactive state to waypoints for player interaction
- Juiced player avatar with movement effects

Buh! Gaming

Remote

VFX Artist - Tournament of Tamers

Nov 2020 - Present

- Playtested weekly builds with team on Wednesdays
- Polished ability effects for Bog, Terror and Soul dragons
- Fixed death effect for minions
- Added trailing effect when dragons boost

Razor Edge Games

Remote

VFX Artist – Eden Falling

December 2019 - November 2020

- Integrated game mechanics into game's core shaders using Amplify Shader Editor
- Assembled real time lights and reflections for game levels using Aura 2 and Weathermaker
- Polished scenes and props for promotional images
- Developed visual effects using Unity Shuriken

Massachusetts Digital Games Institute (MassDiGI)

Worcester, MA

Live Studio Intern Artist – CyberDrive 2077

August 2018 - May 2019

- Lead VFX Artist
- Published with 5,000+ downloads
- Reduced level loading time with new, more interesting effect
- Optimized existing animations and assets to increase app performance

- Effectively used visual effects to indicate player state changes, such as when they are using the Slow Motion power or have an extra life
- Developed C# script to pan textures for mesh-based effects
- Documented proper Visual Effects processes and tool usage
- Gained experience using lightweight VFX techniques in Unity

Mogul Mommies Inc.

Remote

Part-Time Art Intern – Toss That!

June 2018 - August 2018

- Lighting and General Unity Artist
- Implemented baked lighting to decrease level load time
- Added realtime shadows to make in-game physics more understandable
- Built for Android daily and provided gameplay clips to team for critiques
- Managed and maintained GitHub Repository
- Rebuilt scene lighting with no prior Unity lighting experience
- Wrote documentation on scene lighting process

Massachusetts Digital Games Institute (MassDiGI)

Worcester, MA

Live Studio Intern Artist – Takeover Trail

January 2018 - May 2018

- Published with 5,000+ downloads
- 2D Raster Artist
- Developed new Skill Tree mechanic with team's Game Designer to make player experience more varied
- Practiced working in digital painting workflow and art style

Live Studio Intern Artist – Raise the Bass

August 2017-May 2018

- 2D Vector and VFX Artist
- Increased player recognition of in-game mechanics using visual effects
- Created sprites for new game power-ups, following style guide for design and color scheme
- Learned to use Unity Shuriken to create 2D animations

SKILLS

Visual Effects- Unity Shuriken, Unreal Cascade, Houdini

Game Engines- Unity, Unreal

Modeling- Maya, Houdini

Source Control- Git, SVN

Other- Photoshop, Illustrator

EDUCATION

Becker College

Worcester, MA

Bachelor of Arts in Interactive Media Design, Art Concentration

August 2016 - May 2019

- Graduated Magna Cum Laude in Class of 2019
- Member, Alpha Lambda Delta Honors Society
- Member, Alpha Chi Honors Society