



Mikaela Williams

3D Artist

Contact

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Education

- Iowa State University
BFA Integrated Studio Arts
2014-2018
- George Washington High School
2010-2014

Skills

- Photoshop
- Illustrator
- After Effects
- InDesign
- Premiere
- Lightroom
- Maya
- Cinema 4D
- 3ds Max
- Rhino
- Octane
- V-Ray
- AutoCAD
- Lumion
- Microsoft Office
- HTML
- UV Mapping
- Organizational Communication
- Teamwork
- Creativity
- Leadership
- Flexible

Profile

Dedicated and flexible 3D artist with 3 years experience in 3D modeling and graphic design. Willing to learn new skills and developing strong relationships in new settings. Developing knowledge of SQL, HTML, and UX Fundamentals.

Work Experience

3D Developer 09/2018-01/2020

QA Graphics

Created 3D models for various systems within the HVAC industry. This included air systems, water systems, building renders, and rendering floor plans for clients. Systems were created from technical drawings sent by clients. Other responsibilities were: assets development for a HVAC Vector library, and created assets for LEEED dashboards.

Salad Bar Clerk 01/2013-09/2018

Hy-Vee

Worked alongside a small team to complete customer orders and keep the fresh department stocked. Duties with this role included time management to complete tasks in a timely manner, customer service to resolve situations between customer and employee, and developed flexibility to keep the department outputting product based on need.

3D Modeler 08/2017-05/2018

Iowa State University-VRAC

Developed a 3D digital replica of a diesel generator alongside programmers and an assistant professor. This model was created to be placed inside VR space with the use of Unity. Responsibilities with this position was creating the model in 3ds Max, UV Wrapping and material design.

Modeling and Simulation Intern 05/2017-08/2017

Oshkosh Corporation

This internship provided the opportunity to work alongside 3D Modeler, Interior Designers, and Industrial designers. Responsibilities during this three-month term was to assist with 3D models for the vehicle concept team. Other duties in this role required, layout design, logo design, and video editing.

Direct Support Technician 09/2015-08/2017

Mainstream Living

This was a position that focused on integrating individuals with intellectual disabilities into the community. Personal responsibilities included helping individuals make decisions, helping them make appointments, care for them when they themselves were unable, and ensured safety and supervision.