

Avery Sky Williams

Artist, Digital Designer, Activist

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EDUCATION

The School of the Art Institute, Chicago, IL — BFA 2019 - 2023
Interdisciplinary Arts with a focus on Art and Technology

Savannah College of Art and Design, Savannah, GA 2017 - 2019
Game Design, Immersive Reality (AR/VR/XR)

RELEVANT WORK EXPERIENCE

Freelance Artist, Chicago, IL
2020 -
Worked with clients to make their creative ideas come to life, for both personal, and business purposes.

The Field Museum, Chicago, IL
2022 - 2023
Photogrammetry of objects from Geology and Meteorite Department

RELEVANT COURSEWORK

Experimental Game Lab, SAIC
Fall 2021
Used Unity and C# to program and design gaming experiences.

Virtual Reality, SAIC
Spring 2020
Worked with Unity to create immersive VR and AR experiences.

Ceramics and the 3D Printer, SAIC
Spring 2020
Learned Rhino and Simplify to create 3D structures to be printed in clay.

Game Art, SCAD
Spring 2019
Learned Unreal Engine 4, Maya and Substance Painter to design 3D environments for future gameplay.

Immersive Reality, SCAD
Spring 2019
Learned Zapworks Studio, Tilt Brush, After Effects, 360 cameras and more to create immersive VR experiences.

PROGRAMS

Adobe CC	Unity
Unreal Engine 4	Maya
3ds Max	Zbrush
Procreate	SparkAR
	Substance Painter

EXHIBITIONS

Timeout Market, Artist of the Month

SAIC Undergraduate Exhibition

City Wide Exhibition

Illinois High School Art Exhibition

Regional Art Exhibition, Silver Key

COMMUNITY ADVOCACY

SAIC Covid19 Cohort, 2020, Student advocacy group working with admin to provide student relief

Exodus Institute, 2020, A community center in the heart of the westside. Arts and Entertainment Assistant

World Vision, Community Table, Teen Advocate for the Austin Community

Sistas of the Hood, UnitedEx Honors Banquet, Women in Transition Christmas Banquet, Christmas Market