

## RESUME

# WILLIAM ZAREK

3D ANIMATION / CHARACTER ANIMATOR

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202 164th Ave NE/Bellevue,WA/98008  
T: 262 716 3820 // E: williamzarek@gmail.com // [www.williamzarek.com](http://www.williamzarek.com)

Demo Reel: <https://vimeo.com/339097059>

## EDUCATION

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**2009 - 2013**      **GRADUATED**  
**Depaul University/Chicago IL**  
B.S in Animation with a concentration in Game Art.

**2017 -2018**      **GRADUATED**  
**iAnimate Aimation Classes**  
Game Introduction: Animation and Game Principles  
Workshop 1: Advanced Body Mechanics and Workflows  
Workshop 2: Combat, Takedowns, and Advanced Techniques  
Workshop 3: Battle Sequences, Cinematic, Interactive Gameplay

## EXPERIENCE

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**2019- Current**      **BLUJAY STUDIOS**  
**3D Animator / Artist**  
Responsibilities range from all aspects of 3D production. Animation including characters, cameras, and effects. Rigging, modeling, and special effects. Lighting, materials, and rendering in Redshift.

**2017 - 2017**      **INDEPENDENT CONTRACTOR**  
**Technical Artist/Rigger**  
Contracted by Righthook. Rigged the provided models. Imported them into Unreal Engine 4. Retargeted animations, test, and make adjustments to assure working order.

**2017 - 2017**      **INDEPENDENT CONTRACTOR**  
**3D Animator/Modeler/VFX**  
Contacted by a twitch streamer. Animated, modeled, and simulated effects to create an introduction logo for videos.

**2015 - 2016**      **INDEPENDENT CONTRACTOR**  
**3D Animator/Rigger**  
Contracted by Video Villains for the Minneapolis Zombie Pub Crawl. Animated, rigged and modeled multiple characters to be implemented in a 3D projection mapping visual show. Matched animation settings to the 3D projector for optimal viewing.

## ARTIST STATEMENT

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My goal is to create eye-catching visuals and exciting gaming experiences for people to bond over.

## SOFTWARE

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- Maya
- Unreal Engine 4
- Blender
- Adobe Creative Cloud Products
- Unity Game Engine
- Mudbox

## SKILLS

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- Animation
- Game/Level Design
- Rigging
- Modeling
- Sculpting
- Editing
- 3D Printing

## HOBBIES & ACTIVITIES

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- Reading
- Host and organizer of board game night for my social circle
- Video/board/card games
- Writing/Journaling
- Drawing/Painting
- Video/board/card games
- Weightlifting and Sports (Paintball, Martial Arts, Soccer, Cycling, Running)

## REFERENCES

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**Jon Mullen**  
CTO of RightHook, Inc  
E: [jon.mullen@righthook.io](mailto:jon.mullen@righthook.io)

**Nattalie**  
Production Manager of BluJay Studios  
T: 425 495 4687

**Ronald Kolman**  
Owner of RK Media  
T: 262 716 1227  
E: [rkmediallc@gmail.com](mailto:rkmediallc@gmail.com)