

WILLIAM CAPELAN

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EDUCATION

BECKER COLLEGE - Worcester, MA

DECEMBER 2021

Bachelor of Arts in Interactive Media Design, Game Design Concentration

QUINSIGAMOND COMMUNITY COLLEGE - Worcester, MA

MAY 2020

Associate of Science in Game Design

Applications Specialist Certificate

TECHNICAL SKILLS

- Creating 2D and 3D graphical environments for game.
- 3D modeler, and graphical user interface designer.
- Game-play tester, conceptual artist, texture artist.
- Maya
- Substance Painter, Designer
- Adobe Photoshop, Illustrator, After Effect
- Blender
- Marvelous Designer
- Zbrush
- Game Engines (Unity, Unreal Engine)
- High mathematics and computer programming.
- Microsoft Visual Studio, C++
- Microsoft Office

LANGUAGE

- Bilingual – Spanish

PROJECTS EXPERIENCE

3D Artist, Drifter Devolution, Game Studio

2021 - PRESENT

- Create environment assets for the game and work together as a team with other developers to inspire new ideas for the project.

RELEVANT EXPERIENCE

3D Environment Artist, GAMESHIFT – Remote

2020– PRESENT

- (Unannounced game) Work with a team of video game developers to create 3D assets and props which include modeling, texturing, and implementing them in Unreal Engine.

WORK EXPERIENCE

Quality Assurance Testing Assembler, IPG PHOTONICS – Oxford, MA

2018 – PRESENT

- Work closely with engineers to conduct daily tests and measurements according to the manufacturing specifications to ensure products quality.
- Maintain a database table of the information on every test.

Lead Parcel Sorter, FEDEX GROUND – Northborough, MA

2010 – 2018

- Lead a team to ensure all shipments were delivered on time and accurately.