

DAVID WILLIAMS

UNREAL SPECIALIST

CONTACT

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UeFilm.Academy

Brisbane

SKILLS

Game Development

Realtime Animation

Filmmaking Courses

Visual Effects

EDUCATION

Unreal Virtual Production Fellowship

Epic Games

2021

Bachelor Film + TV + Animation

Swinburne University

2011-2013

Diploma Screen + Media + Games

AIE

2014-2015

VOLUNTEER

ReachOut.com

Video Production and Interviews as a Youth Ambassador

Film, VFX and now Games. I've spent my career making cool stuff, from vfx on hollywood films, creating entire game trailers, mentoring experts for a billion dollar company and now making a cute slime battling game.

Game Developer

Screen Queensland Residency

2024

- Selected as 1 of 15 Residents to receive support from Screen Queensland
- Created 7 different game prototypes and successfully received funding for latest project.
- Collaborated with other residents to skill share and grow as game developers
- Networked extensively and participated in many opportunities to learn from and interact with professional game developers.

Founder

UE Film Academy

2022-2024

- Established brand, identity and launch of UE Film Academy
- Created 2 courses for absolute beginners learning Unreal Engine for animation
- Setup and maintained website, payment process and marketing funnel for over 1000 paying students
- Supported and improved content through feedback and student data

Unreal Fellowship Mentor

Epic Games

2021

- Initially selected to participate in program, paid \$10k to learn Unreal Engine in accelerated 6 week course.
- Excelled and supported others leading to hiring on as Teaching Assistant and then Mentor
- Mentored team of 15 VFX industry leading professionals ensuring they are supported throughout the fellowship and in delivering their own short film

Cinematic Production

ddubb freelancing

2018-2024

- Established freelance brand and contacts to sustainably work independently
- Worked closely with clients from conception through to final render to deliver animated content, predominately video game trailers
- Created trailers and content for various brands, most notably for Hell Let Loose
- 20+ million views across various videos

CG Generalist

Cutting Edge

2016-2018

- Went from Junior Comp/Design into CG Generalist very quickly
- Handled Compositing, VFX, Design, 3D modelling, Layout, Lighting, Rendering and more for TV, Movies and Advertisement