

IAM

BILL PRITCHARD

iambillpritchard@gmail.com // iambillpritchard.com // [linkedin.com/in/iambillpritchard](https://www.linkedin.com/in/iambillpritchard)

EDUCATION

Dec. 2015 University of Connecticut, Storrs, CT
Master of Fine Arts, Digital Media and Design
GPA: 3.96/4.3

Dec. 2013 University of Connecticut, Storrs, CT
Bachelor of Arts, Physics
Minors in Digital Arts & Film Studies

PROJECTS

Boston Children's Hospital Interactive Wall Aug. 2013 - Nov. 2014

- Designed, created and installed with a team of faculty and students a two-story tall interactive wall at Boston Children's Hospital
- Role as Creative Technical Lead working to transform artwork into interactive scenes.
- Oversaw the installation and final scene approval in Boston to ensure that all hardware components and software processes were in peak operating condition before public release.

Internship for Love Megabytes LLC. Sept. 2014 - May 2015

- Developed technical workflows and prototypes linking together projection mapping and motion capture technologies for real time object and human tracking and re-texturing.

UConn Commercial May 2013 - Aug. 2013

- Designed and implemented proprietary time-slice filming technology
- Used proprietary equipment along with traditional video methods to film and edit the nationally broadcasted UConn PSA for 2013.

EMPLOYMENT

UConn Digital Media and Design Department Jan. 2014 - Dec. 2015

Graduate Assistantship - Storrs, Connecticut

- Maintained lab spaces, managed checkout and inventory of department's equipment collection; keep lab computers updated, server maintenance and organization, studio equipment setup.

UCTV (University of Connecticut Student Television) Sept. 2010 - Dec. 2013

UCSPAN Director - Storrs, Connecticut

- Led a group of students to film and edit local political, cultural and entertainment events on campus for broadcasting and streaming to the student body for informational, education and entertainment value.
- Nominated to attend the NAB (National Association of Broadcasters) Conference in 2012 and 2013.

Study Abroad and Community Basketball Internship June 2012 - Aug. 2012

UConn and E.T.C. (Education, Training, Citizenship)- London, England

- Visited local primary schools and day camps during the 2012 Summer Olympics empowering children and young adults through teaching core basketball and teamwork skills.

SKILLS

- Comfortable with many 3D modeling software systems including 3Ds Max, Cinema 4D, Rhinoceros.
- Familiar with some programming languages including C, C#, and Javascript.
- Adept with video and photography equipment including studio systems, Final Cut, Premiere, and After Effects.
- Competent with power tools and know how to use a scissor lift.