

Willie Warhawk

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EDUCATION:

University of Wisconsin-Whitewater
Bachelor of Arts
Major: Media Arts and Game Development
Emphasis: Media Arts
Minor: Computer Science

Whitewater, WI
Anticipated Graduation: May 2027

WORK EXPERIENCE:

Promega
Multi-Media Design Intern

Madison, WI
May 2025 - present

- Create basic animations and motion graphics to enhance visual storytelling and communication
- Edit and reformat long-form video into short-form content for social media and websites
- Assist in post-production tasks such as: video rendering, audio optimization (de-noising, de-reverberation), basic image corrections (brightness, contrast, color balance, etc.), captioning, encoding, and distribution of final content across various platforms
- Design, execute, and measure social media campaigns and support metrics monitoring on videos across platforms
- Support web design efforts by creating multimedia elements that align with brand's aesthetic

UW-Whitewater Residence Life
Resident Assistant

Whitewater, WI
August 2024 - present

- Design and create eye-catching flyers and social media posts to promote community-building events for residents
- Responsible for the health and well-being of 40 floor residents
- Collaborate with a team of 8 other resident assistants to develop programming for 200+ residents

McDonald's
Crew Team Member

Madison, WI
Summers 2022 - 2023

- Provided exceptional customer service in all interactions with guests, contributing to a positive restaurant experience
- Tracked and fulfilled food orders with efficiency using online system while maintaining accuracy of each order
- Trained and mentored new staff members throughout their first month on the job

INVOLVEMENT & ACTIVITIES:

Game and Media Entertainment Developers (GAMED)

September 2023 - present

- Collaborate with a team of students in monthly game jams to design and create video games in Unity
- Utilize creative skills to design graphics for one new game each month using Maya and Blender

SKILLS:

- Proficient in Adobe After Effects, Adobe Premiere
- Knowledge of motion graphics and basic animation principles
- Experience with HTML, Python, Java, C#, C++
- Proficient in Microsoft Word and Excel