

Kate Hillyard

Interactive Developer/Designer

(208)757-0457

katehilly1212@gmail.com

<https://katehillyard12.github.io/Portfolio/>

Skills

C# • JavaScript • HTML • Unity • Blender • Adobe Creative Suite • Web Development • UI/UX • Graphic Design • Video Game Design • Teamwork • Communication • Figma

Education

Boise State University

SEPT 2022 - MAY 2026, BOISE

- Bachelor's Degree in GIMM (Gaming, Interactive, Mobile Media)
- GPA: 3.9

Experience

GIMM Works Graphic Arts Team/ 3D Background Artist and Animation Editor

SEPT 2025 - PRESENT, BOISE

- Create/Render 3D models and backgrounds for client projects.
- Sole editor for all team animations using Adobe After Effects
- Support development with Unity and Blender.

Boise State University/ Web Accessibility Analyst

NOV 2024 - OCT 2025, BOISE

- Improved accessibility for university websites.
- Added alt text, structured HTML headers, edited WordPress content, and reviewed PDFs.
- Collaborated across departments to ensure inclusive design.

Boise State University/ Union Manager

OCT 2022 - PRESENT, BOISE

- Managed event setup and maintenance in the Student Union Building.
- Coordinated with staff to ensure smooth execution of events.

Projects

R.E.A.L.M.S. / Collaborative VR Unity Game

OCT 2025 - ONGOING, GIMM

- Designed and developed a Virtual Reality replication of a table top roleplaying campaign in Unity (C#).
- Translated a collaborator's 2D concept illustrations into fully realized 3D environments in Blender, modeling, texturing, and optimizing stylized assets for real-time use in a VR experience.

Brews And Bloodshed/ First Person Unity Game

AUG 2024 - MAY 2025, GIMM

- Designed and developed a first-person barista/murder-mystery simulator in Unity (C#).
- Created all assets in Blender, Photoshop, Adobe Animate, and Audacity.

CRUD API Mobile Website/ Solo Data From Website

JAN 2024 - MAY 2024, GIMM

- Built a data-driven site with JavaScript + SQL to catalog dog breeds.
- Developed backend CRUD functions and user interface.