

Will Quash

London, UK | 07804 580435 | Quashwill@gmail.com | www.williamquash.com

PROFILE

Immersive experience designer and creative technologist with a distinction-grade MA in Immersive Arts from the University of Bristol, specialising in audio reactive installation design and real-time visual systems (TouchDesigner). Built and delivered an award-standard audio reactive installation at the Reality Emulator facility, alongside hands-on experience with CAVE projection mapping, Maya and DaVinci Resolve software. Also produces original music and sound design (Ableton). Seeking a first industry role.

KEY SKILLS

- **Real-time visuals:** TouchDesigner (personal portfolio of audio reactive/generative work), audio reactive system design
- **Projection & spatial systems:** projection mapping, CAVE immersive environments, Reality Emulator facility
- **3D & post-production:** Maya, DaVinci Resolve, Unreal Engine and Unity (asset/animation development)
- **Audio:** Ableton Live, Fairlight, hardware sampling, live audio recording, DJing
- **Other:** installation build/troubleshooting, working to technical briefs, self-directed project delivery

EDUCATION

MA Immersive Arts (Distinction) — University of Bristol (2024-2025)

BA Anthropology with Innovation (2:1) — University of Bristol (2021-2024)

A-Levels — Hills Road Sixth Form College, Cambridge (2018-2020): English Language (A), Philosophy (A), Economics (B)

SELECTED PROJECTS

- **Terraforms** — audio reactive installation at the Reality Emulator facility, Bristol; built in TouchDesigner with original soundtrack production.
- **CAVE installation** — projection-mapped installation within a CAVE environment; asset and animation development in Unreal Engine and Unity.
- **Virtual Environment Design** — detailed 3D model of Clifton Arcade, Bristol, built in Maya for VR headset viewing.
- **360° VR film** — Insta360 camera work, live audio recording, edited in DaVinci Resolve for VR headset playback.

All four projects above were completed as part of the MA and achieved distinction grades.

EMPLOYMENT HISTORY

Barman & Punter — Pimm's Punt Bar, (River Cam), Cambridge (2026): bar service and punting in a fast-paced, physically demanding, customer-facing environment.

Chauffeur & Tour Guide — Cambridge Punters, Cambridge (2023–2026): river tours of Cambridge University for visitor groups of varying sizes. Strong public-facing presenting and audience management experience.

Hospitality — Magdalene College (2025–2026), Murray Edwards College (2019–2020), Peterhouse (2019), Cambridge: team-based, high-pressure service work across multiple Cambridge colleges over several years.

Store Manager — Get Weird Garms, Bristol (2024): management role in a retail environment with a daily turnover of £1000+ in revenue. Developed extensive customer service, sales and administrative experience.

COVID Test Centre Staff — Cambridge (2020–2021): frontline public-facing role requiring reliability and discipline under demanding public-health circumstances.

ADDITIONAL INFORMATION

Full UK right to work. Available to start in October. Portfolio & TouchDesigner showreel available at: www.williamquash.com