William Drescher

Creative • Graphics Management • VR • Motion Design

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18 years of experience creating innovative design solutions, managing teams, and branding with motion, realtime graphics and virtual environments using a collaborative process that focuses on design, speed and flexibility.

SUMMARY

Ethos

It's important to own your work like it's an ugly baby. The design is our baby. Love it, nurture it, be true to the design and concept, and be ready, willing and able to make changes when others, who are less in love with it, pay us to do so. I'll fiercely champion it and stay true to the design, concept, while keeping my teams culture of collaboration strong.

Excellent Team Leader

Adept at developing quality, high performance, functional engineering teams through recognition and cultivation of internal and external talent, development of high-quality working relationships, promoting optimistic attitudes, thriving in human diversity, and educating and mentoring junior personnel.

Technical Problem Solver and Solution Innovator

Demonstrated record of success achieving results that positively affect the bottom line through lateral thinking, in-depth engineering knowledge, project conceptualization, critical data review, and facilitating creative talents of the team.

Highly Effective Communicator

Excellent in customer-facing roles. Completed projects in more than 20 countries for customers with varying diverse cultures and backgrounds; successfully cultivated customer relationships using a basis of trust, integrity, and technical credibility.

Effective Project and Engineering Manager

Strong track record of building and facilitating high-performance, cross-functional teams that collaborate as focused units while achieving aggressive business goals. Work closely with the customer to determine mutually agreeable goals that facilitate win-win solutions and delivering on priorities.

Committed

Quality and process improvements through continual learning and understanding the impact of new and emerging technologies.

Strength

Team Leader
Graphics Management and Budgeting
Motion, Web and Print Graphics
VR & Virtual Set Design/Development
C.O.A.S.T. • A model for the creative process (link)
Graphic Automation, Systems Design, Server Integration,
Asset Management Design & Deployment.
Video to Web Integration and encoding,
Web Design and CSS