

Juan Callejas

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Toronto-based 3D artist and game developer with a diverse set of skills

SKILLS & ABILITIES

- Blender 3D
- Unity/C#
- Unreal Engine 4
- Adobe Photoshop/Illustrator
- Affinity Designer 2.0
- Substance 3D Painter
- Fluent in Spanish

ONLINE PRESENCE

- Website: juancallejas.com
- Itch.io: [JaydedCompanion](https://itch.io/JaydedCompanion)
- Sketchfab: [JaydedCompanion](https://sketchfab.com/JaydedCompanion)
- ArtStation: [JaydedCompanion](https://www.artstation.com/JaydedCompanion)
- GitHub: [JaydedCompanion](https://github.com/JaydedCompanion)
- Twitter: [@JaydedCompanion](https://twitter.com/JaydedCompanion)
- Mastodon: mastodon.gamedev.place/@JuanCallejas

WORK EXPERIENCE

- 2020-Present 3D Artist/Developer – *TTC LLC, Phoenix AZ • Freelance/Contract • Remote*
- Animate & render product reveal videos
 - Using reference images model/sculpt new products for manufacturing; ensure final designs conform to 3D printing & molding requirements
 - Develop Unity/WebGL-based product preview/customizer tool
 - Create 3D design based on company logo
 - Maintain contact with client throughout the design process to ensure models are compatible with manufacturing guidelines
 - Alter & resize existing models to fit new measurement guidelines
 - Redesign old product models to fit new model style/specs
 - Design web-friendly assets for use in website revamp
 - Create promotional material for use at conventions/merch booths
 - Create promotional material to support the launch of new products
- 2020-Present Research Assistant – *Prof Yifat Shaik, York University, Toronto ON • Freelance/Contract • Hybrid*
- Create 3D models & renders
 - Create logo & branding for fictional company in alternate reality game (ARG)
 - Research development pipelines for Amazon Alexa & Google Home devices; create two demo “skills” (apps/programs)
- 2023 Designer – *Toronto Games Week, Toronto ON • Volunteer • Remote*
- Designed event schedule/pamphlet
- 2022 Designer – *York University Game Jam, Toronto ON • Volunteer • Remote*
- Helped organize inaugural event
 - Developed website for promotion & participant registration
 - Designed official event logo
- 2017-2020 Unity3D Instructor – *The Cube School, Toronto ON • Seasonal • In-Person*
- Taught classes of up to 20 children aged 8-10, to use Unity, 3D Slash, Photoshop
 - Provided one-on-one assistance as needed
 - Maintained class focus by using creative educational methodology
- 2018-2019 Smartphone Repair Technician – *DeviceCare, Toronto ON • Part-Time • In-Person*
- Sole employee, responsible for all customer service, including repairs & diagnostics
 - Kept current with the latest phone models & repair techniques

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- 2017-2018 Private Tutor – *Acadia Tutoring Service, Acadia University, Nova Scotia • In Person*
- Tutored first year students in programming & computer science classes
 - Supported students' learning theory & in application
 - My teaching led all my students to successfully complete their courses
- 2015-2017 Designer & Web Developer – *Private Client • Fee for Service • Hybrid*
- Developed website using Squarespace
 - Configured custom email domain
 - Designed logo, variants & all website assets
 - Designed official business card
- 2014-2017 Repair Volunteer – *Repair Café, Toronto ON • Volunteer • In-Person*
- Successfully repaired devices for low-income clients
 - Helped other volunteers find solutions to various problems
- 2014-2015 3D Developer – *Montercat, Vancouver BC • Freelance/Contract • Remote*
- Developed a promotional side-scroller using Blender, Unity & C#
 - Created an interactive augmented reality (AR) application using ARToolKit, DAQRI, Unity & C#

EDUCATION

- 2018-2023 Digital Media (Specialized Honours in Game Arts) – *York University, Toronto ON*
- 2017-2018 Computer Science – *Acadia University, Wolfville NS*
- 2014-2017 Ontario Secondary School Diploma – *Northern Secondary School, Toronto ON*

AWARDS & NOTABLE WORKS BEYOND MY PORTFOLIO

- 2021 *Pansexual Pride Smoke Gadget Art Spotlight – Sketchfab • Art Recognition*
- As a result of being a Staff Pick, was invited to publish an article on the Sketchfab Blog's Art Spotlight describing my technical & creative process
- 2018 *Fortress – Montercat Content Contest • 1st Prize Recipient*
- Created music-based videogame which is still viewable online
- 2017 Designed cover of Commencement Programme – *Northern Secondary School*
- My image won the student vote for graduation commencement programme cover

INTERESTS & HOBBIES

- 3D Printing
- Carpentry
- Ceramics
- Knitting
- Live music
- Longboarding
- PC building/repair

FAVOURITE GAMES

- BeatSaber
- Celeste
- Devil Daggers
- Doom Eternal
- Hades
- LoZ: Tears of the Kingdom
- Metal: Hellsinger
- Titanfall 2
- Ultrakill

REFERENCES

Available upon request