

## Juan Callejas

### WORK EXPERIENCE

- 2020-2021 **3D ARTIST/DEVELOPER** – TTC LLC
- + Developed Unity/WebGL-based product preview/customizer tool
  - + Created 3D "puck" design based on company logo.
  - + Maintained constant contact to ensure the model fit 3D printing/manufacturing guidelines.
  - + Created 3D Gear design to replace previous design
  - + Altered & resized existing models to fit new measurement guidelines
- 2020-2021 **RESEARCH ASSISTANT** – York University / Yifat Shaik
- + Performed research on development pipelines for Amazon Alexa/Google Home devices.
  - + Created two demo "skills" (apps/programs) for Alexa devices using the Alexa Developer Console.
- 2017-2020 **UNITY3D INSTRUCTOR** – The Cube School of Design and Technology
- + Taught many different classes of 10-20 children between the ages of 8-10 to use Unity, 3D Slash, Photoshop, and more.
  - + Provided one-on-one help to children as needed.
  - + Maintained class focus by implementing creative educational models.
- 2018-2019 **SMARTPHONE REPAIR TECHNICIAN** – DeviceCare (Sunnybrook Plaza)
- + As sole employee, responsible for all customer service including repairs and diagnostics.
  - + Responsible for keeping current with the latest phone models and repair methods.
  - + Responsible for store cleanup + maintenance + display re-stocking.
- 2017 - 2018 **COMPUTER SCIENCE TUTOR** – Acadia University
- + Hired by The Acadia Tutoring Service.
  - + Tutored first year students in programming.
  - + Supported their learning in both theory and application.
  - + As a result of my teaching, all my students successfully completed their courses.
- 2015 - 2017 **DESIGNER AND WEB DEVELOPER** – Yaya Mosaics (Business Closed 2017)
- + Developed website using Squarespace + custom email domain.
  - + Designed logo + variants as well as website assets.
  - + Designed official business card.
- 2014 - 2017 **REPAIR VOLUNTEER** – Repair Café Toronto
- + Attended nearby sessions and brought my own tools.
  - + Attempted repair on devices that were brought in with high success rate.
  - + Helped other volunteers when they could not find a solution to a problem.
- 2014 - 2015 **3D DEVELOPER** – Monstercat
- + Developed a promotional side-scroller using Blender, Unity and C#.
  - + Created an interactive augmented reality (AR) application using ARToolKit, DAQRI, Unity, and C#.

### EDUCATION

- 2019 - Present **UNIVERSITY** – York University
- + Digital Media - Specializing in Game Development
- 2017 - 2018 **UNIVERSITY** – Acadia University
- + Computer Science
- 2014 - 2017 **SECONDARY SCHOOL DIPLOMA** – Northern Secondary School

## PUBLISHED WORK & AWARDS

Game Jam Game | itch.io  
Gameplay Video | YouTube  
Game | Google Play  
Game | AirConsole.com  
Website | SquareSpace

**ONE JUMP REMAINING** – Game created in 48 hours, shown during GMTK's Best of 2019 Entries  
**FORTRESS** – Monstercat Content Contest, awarded 1<sup>st</sup> prize video entry (game not public) (2018)  
**1 DIMENSION** – Arcade game, 3000+ downloads, 4.8/5 rating (2017)  
**SPACEBOT KNIGHTS** – Local Multiplayer Brawler (2016)  
**YAYA MOSAICS** – Business page for Yaya Mosaics – Interior Home Improvement. Includes testimonies, gallery page, and more (2015)

## SKILLS

★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★☆  
★★★★★  
★★★★★  
★★★★★  
★★★★★  
Fluent

**BLENDER 3D**  
**UNITY/C#**  
**ADOBE PS/AI**  
**AR/VR DEVELOPMENT**  
**JAVA**  
**SUBSTANCE PAINTER**  
**SPANISH**

## ONLINE PRESENCE

**WEBSITE** <http://juancallejas.com/>  
**TWITTER** <https://twitter.com/JuanCallejas>  
**GITHUB** <https://github.com/theshadycolombian>  
**ITCH.IO** <https://theshadycolombian.itch.io>  
**SKETCHFAB** <https://sketchfab.com/theshadycolombian>  
**ARTSTATION** <https://artstation.com/theshadycolombian>

## REFERENCES

AVAILABLE UPON REQUEST