Juan Callejas

Toronto based 3D artist, game programmer and developer with a diverse set of skills.

WORK EXPERIENCE

2020-2021	 3D ARTIST/DEVELOPER – TIC LLC • Freelance/Contract + 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 freebie design to replace previous design. + Altered and resized existing models to fit new measurement guidelines. + "Remastered" old models to fit new model style/specs.
2020-2021	RESEARCH ASSISTANT – York University / Professor Yifat Shaik • Freelance/Contract + 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 • Seasonal 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 assistance to children as needed. Maintained class focus by implementing creative educational models.
2018-2019	**SMARTPHONE REPAIR TECHNICIAN – DeviceCare (Sunnybrook Plaza) • Part Time + 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 and display re-stocking.
2017 - 2018	COMPUTER SCIENCE TUTOR – Acadia University • Freelance/Contract + 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) • Fee For Service + Developed website using Squarespace + Configured custom email domain. + Designed logo and variants as well as all website assets. + Designed official business card.
2014 - 2017	REPAIR VOLUNTEER – Repair Café Toronto • Volunteer + Attended nearby sessions and brought my own tools. + Attempted repair on devices that were brought in with high success rate. + Assisted other volunteers when they could not find a solution to a problem.
2014 - 2015	3D DEVELOPER – Monstercat • Freelance/Contract + 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

SECONDARY SCHOOL DIPLOMA - Northern Secondary School

PUBLISHED WORKS & 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 1st prize video entry (game not public) (2018). 1 DIMENSION – Arcade game, 3000+ downloads, 4.8/5 rating (2017). SPACEBOT KNIGHTS – Local Multiplayer Brawler (2016).

SKILLS

YAYA MOSAICS – Business page for Yaya Mosaics – Interior Home Improvement. Includes testimonies, gallery page, and more (2015)

ONLINE PRESENCE

Website
Twitter
GitHub
Itch.io
ketchfab
Artstation

http://juancallejas.com https://twitter.com/JuanCallejas https://github.com/theshadycolombian https://theshadycolombian.itch.io https://sketchfab.com/theshadycolombian https://artstation.com/theshadycolombian BLENDER 3D UNITY/C# UNREAL ENGINE 4 ADOBE PS/AI AR/VR DEVELOPMENT JAVA SUBSTANCE PAINTER FLUENT SPANISH

FAVOURITE GAMES

Supergiant Games Id Software Matt Makes / EXOK Games Respawn Entertainment Powerhood Studio MDHR Team Reptile

HADES
DOOM ETERNAL
CELESTE
TITANFALL 2
CRAWL
CUPHEAD
LETHAL LEAGUE BLAZE

LONGBOARDING CARPENTRY CERAMICS KNITTING PLAYING CARDS

HOBBIES

REFERENCES

AVAILABLE UPON REQUEST