

# Jayde Callejas (They/Them)

175 Ashdale Avenue | Toronto ON M4L 2Y8

[jayde@callejas.xyz](mailto:jayde@callejas.xyz) | +1 (647) 551-7388

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

## SKILLS & ABILITIES

- Blender 3D
- Unity/C#
- Substance 3D Painter
- Affinity Suite 2.0
- Adobe Photoshop/Illustrator
- Unreal Engine 5
- Fluent in Spanish

## ONLINE PRESENCE

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

## WORK EXPERIENCE

- 2023-Present Environment Artist – *Icarus Accessible Films, Toronto ON • Freelance/Contract • Hybrid*
- Create virtual movie set in Unreal Engine 5 for use with LED video walls (similar to ILM StageCraft)
  - Implement Quixel Megascans and Unreal Engine Marketplace assets
  - Learn new Unreal Engine 5.3 tools and features as needed, and share my knowledge on how to operate the virtual environment with crew members
- 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)
- 2020-2023 3D Artist/Developer – *TTC LLC, Phoenix AZ • Freelance/Contract • Remote*
- Animated & rendered product reveal videos
  - Using reference images, modelled/sculpted new products for manufacturing; ensuring final designs conformed to 3D printing & molding requirements
  - Developed Unity/WebGL-based product preview/customizer tool
  - Created 3D design based on company logo
  - Maintained contact with client throughout the design process to ensure models are compatible with manufacturing guidelines
  - Altered & resized existing models to fit new measurement guidelines
  - Redesigned old product models to fit new model style/specs
  - Designed web-friendly assets for use in website revamp
  - Created promotional material for use at conventions/merch booths and support the launch of new products
- 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

Visit [callejas.xyz](http://callejas.xyz) to view my portfolio

# Jayde Callejas (They/Them)

---

- 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
- 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
- 2014-2015     3D Developer – *Monstercat, 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

---

- 2018-2024     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 – Monstercat Content Contest • 1<sup>st</sup> 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
- Brazilian Jiu-Jitsu
- Carpentry
- Ceramics
- Knitting
- Live music
- Longboarding
- PC building/repair

### FAVOURITE GAMES

- BeatSaber
- Celeste
- Devil Daggers
- Doom Eternal
- Guilty Gear -Strive-
- Hades
- HYPER DEMON
- The Legend of Zelda: Tears of the Kingdom
- Metal: Hellsinger
- Titanfall 2
- Ultrakill

## REFERENCES

---

Available upon request

Visit [callejas.xyz](https://callejas.xyz) to view my portfolio