

Juan Callejas

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

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 freebie design to replace previous design.
- + Altered & resized existing models to fit new measurement guidelines.
- + "Remastered" old models to fit new model style/specs.

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

ONLINE PRESENCE

Website
Twitter
GitHub
Itch.io
Sketchfab
Artstation

<http://juancallejas.com>
<https://twitter.com/JuanCallejas>
<https://github.com/theshadycolombian>
<https://theshadycolombian.itch.io>
<https://sketchfab.com/theshadycolombian>
<https://artstation.com/theshadycolombian>

SKILLS

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
Powerhoof
Studio MDHR
Team Reptile

HADES
DOOM ETERNAL
CELESTE
TITANFALL 2
CRAWL
CUPHEAD
LETHAL LEAGUE BLAZE

HOBBIES

LONGBOARDING
CARPENTRY
CERAMICS
KNITTING
PLAYING CARDS

REFERENCES

AVAILABLE UPON REQUEST