Joshua Reyes

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EXPERIENCE

Into the Farlands, Fullerton, CA   *January 2022 - Present*
3D Artist
- Modeled, textured, and rigged 3D character models for Unreal Engine 4
- Communicated with programmers and artists to ensure proper functionality and optimization of models

Video Game Development Club, Fullerton, CA   *January 2022 - Present*
Secretary
- Curated a bi-weekly newsletter to inform members of future club workshops, speaker events, internships, and meetings
- Taught the basics of texture maps, baking, and Substance Painter in a 3D art workshop

Polysquad, Fullerton, CA   *May 2021 - Present*
Treasurer
- Maintained and organized financial records of club expenditures, receipts, and forms

Andy Fedak Studio, Fullerton, CA   *August 2021 - December 2021*
3D Artist Intern
- Collaborated with CSUF's Begovich gallery to model a virtual reality counterpart
- Utilized photogrammetry to create 3D assets of campus sculptures
- Worked as a team to populate, texture, and light environments in Unreal Engine

Association for Computing Machinery, Fresno, CA   *January 2019 - December 2019*
Secretary
- Recorded meeting minutes and distributed them to constituents in a timely manner
- Presented Raspberry Pi projects at Reedley College STEM Conference 2019 and encouraged K-12 students to pursue a higher education in computer science

EDUCATION

California State University, Fullerton, Fullerton, CA   *Expected December 2022*
BFA Computer Animation and Game Art, Minor in Computer Science

TOOLS

- Maya
- Substance Painter
- Zbrush
- Unreal Engine 4
- C++
- Photoshop
- Illustrator

SKILLS

- Highly organized
- Eager to learn new systems and tasks
- Communicative and cooperative in team environments
- Values critical feedback
- Enjoys a good problem to solve