

# Reese Hausman

Emerging Technology Leader & Artist

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## Projects

**So Long, Long Time** Aug 2025 - Dec 2025

[reeserocks.itch.io/solong-longtime](https://reeserocks.itch.io/solong-longtime)

- Developed & published a 3D game using Unreal Engine & Maya to explore level design, VFX, rigging, animation, and overall mood.

**Through Our Eyes** Jan 2025 - May 2025

[reeserocks.itch.io/through-our-eyes](https://reeserocks.itch.io/through-our-eyes)

- Conceptualized, developed & published a Virtual Reality game on a team of 4 people. Specialty in 3D modeling & texturing in Maya & Procreate, then setting up in Unreal with GitHub version control.

## Education

**B.S. Games + Simulation** Aug 2023 - May 2027

Miami University, Oxford, Ohio

- GPA:** 3.98 - Honors College.
- Minors:** Studio Art, Emerging Technology in Business & Design.
- Study Abroad:** Venice, Italy - Art History.

## Experience

**Autodesk Design + Make Ambassador** Jun 2025 - Present

Autodesk, Remote • Ambassadorship

- Build connections and community by completing remote weekly challenges, including hosting on-campus events and posting inspiring content that encourages my network to create.

**Game Design Instructor** May 2025 - Aug 2025

iD Tech, Princeton, NJ • Full-Time

- Lead fun & safe learning environment. Teach Game Design 101 for UE5, VR Unity, and VR Roblox to a class of around 8 students.

**Vice President - Alpha Lambda Delta** Oct 2024 - Oct 2025

Miami University

- Plan events for over 200 members, communicate with an 8-person executive team, coordinate induction, and boost engagement.

**Teaching Assistant - Web Programming** Sep 2024 - Present

Miami University, Oxford, OH • Part-Time

- Assist an introductory coding class of 70 students by debugging code, grading assignments, and holding weekly office hours.

**Lilly Leadership Institute - Cohort 13** Mar 2024 - Present

Miami University

- Application-based program emphasizing transformational leadership through interactive workshops and mentorship.

## Summary

ISTJ. A dedicated, logical, and strategic leader with broad artistic & technologic creative skills. Excels at problem-solving and working under a tight deadline. Passionate about storytelling in design, particularly in the realms of illustration, 2D & 3D video games, immersive websites, and animations.

## Skills

**3D:** Autodesk Maya & Mudbox, Adobe Substance Painter, ZBrush, Unreal Engine 5, Unity 6, Marmoset Toolbag 5

**2D:** Adobe Illustrator & Photoshop, Procreate

**CODE:** HTML, CSS, JavaScript, GitHub, GDScript, Firebase, C#, Unreal Blueprints

## Awards

**Technology First Scholarship**

Technology First • 12/2025

Awarded to outstanding tech students in Southwest Ohio.

**Animation Judge's Prize**

Autodesk Instructables • 9/2025

1 of 3 winners (108 entries).

**President's List**

Miami University • Fall 2025

Top 3% of division. 3x recipient.

## Certificates

**ICAgile Certified Professional**

Apr 2024

- Credential ID 51-46070-41d35af5-9711-4fb7-ad37-1f6607c36037