Reese Hausman

Emerging Technology Leader & Artist

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Projects

Through Our Eyes — Jan 2025 - May 2025
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.

Heartlines — Dec 2024
reeserocks.itch.io/heartlines-demo

- Created a 2D video game in 3 weeks using Godot's GDScript and Procreate. Part of a solo semester-long world-building project.

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, C#, Unreal Blueprints

Awards

Animation Judge's Prize
Autodesk Instructables
Sep 2025
1 of 3 winners of creative design contest (108 entries).

President's List
Miami University
Aug 2023 - Dec 2024
Top 3% of division.

Certificates

ICAgile Certified Professional
Apr 2024

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