

Reese Hausman

Emerging Technology Leader & Artist

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Projects

So Long, Long Time

reaserocks.itch.io/solong-longtime

Aug 2025 - Dec 2025

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

Through Our Eyes

reaserocks.itch.io/through-our-eyes

Jan 2025 - May 2025

- 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

Miami University, Oxford, Ohio

Aug 2023 - May 2027

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

Experience

Autodesk Design + Make Ambassador

Autodesk, Remote • Ambassadorship

Jun 2025 - Present

- 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

iD Tech, Princeton, NJ • Full-Time

May 2025 - Aug 2025

- 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

Miami University

Oct 2024 - Oct 2025

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

Teaching Assistant - Web Programming

Miami University, Oxford, OH • Part-Time

Sep 2024 - Present

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

Lilly Leadership Institute - Cohort 13

Miami University

Mar 2024 - Present

- 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