

Reese Hausman

Emerging Technology Leader & Artist

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Projects

So Long, Long Time

Aug 2025 - Dec 2025

reaserocks.itch.io/solong-longtime

- Created 29 low poly 3D assets, 32 2k textures, animated creature rig, and Niagara VFX using Maya, Procreate & UE5. Utilized Landscape Tool and Blueprints for single-map level with combat & puzzle mechanics. Shipped to itch.io with 6 downloads in first 30 days.

Through Our Eyes

Jan 2025 - May 2025

reaserocks.itch.io/through-our-eyes

- Team of 4 people using Github version control. Modeled & textured 3 lively room environments & 2 character assets using Maya, Substance Painter & UE5. Exhibited at departmental expo & published on itch.io.

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

- Top 31% of ambassadors nationwide. Grew my LinkedIn connections by 100+ and increased my post impressions by 75% by completing remote weekly challenges.

Game Design Instructor

May 2025 - Aug 2025

iD Tech, Princeton, NJ • Full-Time

- Teach Unreal Engine 5, VR Unity, and VR Roblox in a fun & safe camp environment to graduate five classes of about 8 students per week, each with a fully developed game to take home.

Vice President - Alpha Lambda Delta

Oct 2024 - Oct 2025

Miami University

- Coordinate with 8-person exec team to hold biweekly meetings on professionalism and community service for 200+ active members.

Teaching Assistant - Web Programming

Sep 2024 - Dec 2025

Miami University, Oxford, OH • Part-Time

- Rehired 2x. Assist an introductory web coding class of 70 students by debugging, grading assignments, and holding office hours.

Lilly Leadership Institute - Cohort 13

Mar 2024 - Present

Miami University

- Transformational leadership workshops for tech majors exploring MBTI, CliftonStrengths, etc. Exhibited VR prototype in Spring 2025 and part of Communications team for upcoming 2026 workshops.

Summary

2D/3D art generalist specializing in stylized assets with hand-drawn textures. Logical & strategic ISTJ who excels at problem-solving and working under a tight deadline. Passionate about storytelling in design, particularly in the realms of illustration, video games, websites, and animation. Interested in the horror genre.

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. 4x recipient.

Certificates

ICAgile Certified Professional

Apr 2024

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