Guillermo Reyna

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3D Modeler

Poly Efficient • Hard Surface • Time Management

Skills:

Software:
Photoshop
UDK
XNormal
Headus
Maya, 3DS Max, Mudbox, Motion Builder
Unity

Design:
Environment & Prop Modeling, Rigging, Gameplay & Design, Hard Surface Modeling

Programming:
C++, C#

Qualifications:
Works well independently or on a team, Poly Efficient

Education:
Bachelor of Arts Degree Media Arts & Design Game Arts & Design   Currently Attending
Mt Sierra College Monrovia, CA

Experience:
Programming Tutor   July 2014Present
Mt Sierra College Monrovia, CA
· Tutors all levels of students in all programming languages including C++, C#, & Unity

Achievements:
Global Game Participant   2012-2014
· Participated the last three years in worldwide gaming competition.
· Created a game based off of a theme given by Global Game Jam committee
within 48 hours