Steven Reyes

3D Artist

909.561.1083

Email: steven.pantheon@yahoo.com

Software

Maya 2015/3Ds Max 2015

High/Low Modeling | High/Low Projections | Basic Animating | Basic Rigging |
Materials | UV Mapping | Normal Map Generate | AO Map |

ZBrush 4R6

3D Sculpting | Map Projections | Texturing | Materials | Normal Map Generation |

Unreal 4 / Unity

Unreal 4 Materials | Particle System | Scripting | Lighting |

Photoshop/Illustrator

Image Editing | Illustration | Hand Painting | Normal Map Generation |

xNormal

AO Map | Normal Map Generation |

Professional Experience

Untethered Games - Internship   **04/11 - Present**

I'm in charge for making sure that every asset work in game engine. My duty were putting all models in Unreal 4, work on unreal 4 materials editor, give input on game designer, model props, and other side work.

First Contact - Internship   **02/2013 - 06/2013**

I did the stuff that nobody really have time to do, like did some quick rough concept, unwrap some props, texture, and coffee runs.

Work Experience

Pier One Imports - Sales Associate

AI tutor - The Art Institute of California - Inland Empire

Education

The Art Institute of California - Inland Empire

Etiwanda High - Rancho Cucamonga