

ANTHONY REITAN

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I am interested in gaining work experience related to my college degree (Game Design and Interactive Media). I enjoy working with a team and creating 3D models used to tell stories.

LINK TO PORTFOLIO WEBSITE:

<https://arreitan.com>

EXPERIENCE

1/5/2023 – 5/5/2023

3D Character Modeler, MonRiverGames

I was responsible for creating 3D character models for the game [Light Rush](#), this included texturing and rigging.

1/8/2022 – 5/8/2022

Video Editor, [West Virginia Mountaineer Student Film Festival](#)

I was responsible for creating transition animations from one short film to another.

7/5/2019 – PRESENT

3D PRINTING TECHNICIAN, SOLVE-IT.TECH, INC.

I was tasked with creating digital models and 3D printing them for engineering use. This included a Virginia class submarine model for use at Lockheed Martin.

5/28/2021 – 7/8/2022

PERSONAL AIDE, PUBLIC PARTNERSHIPS

I assisted a disabled individual in their daily needs, to include feeding, entertaining, and ensuring the safety of the individual.

EDUCATION

AUGUST 2019 - PRESENT

B.A. GAME DESIGN AND INTERACTIVE MEDIA, WEST VIRGINIA UNIVERSITY

Relevant Coursework:

- Game Design and Digital Narrative
- Intermediate Game Design
- Coding for Media Applications
- Introduction to Electronic Media
- Designing for Multimedia
- Principals of Advertising
- 3D modeling

JUNE 2019

HIGH SCHOOL DIPLOMA, CHARLES J. COLGAN SR HIGH SCHOOL

SKILLS

I have experience using the following tools / Programs

- Blender
- Maya
- Unreal Engen
- Unity
- Fusion 360
- Adobe Creative Suite
- Betaflight
- HTML
- JavaScript
- C++
- Python
- Soldering
- Vacuum forming

ACTIVITIES

I achieved the rank of Eagle Scout in 2017. My passion is creating 3D models and textures in Blender. I enjoy building FPV Drones, this includes wiring up electronics, soldering and programing them. I am passionate about all things related to Soccer, and I am a fan of Formula One racing, and I like drawing realistic artwork.