

Billy Reiter

3D Artist

<https://breiter3d.artstation.com>

140 Reserve Circle, Oviedo, FL 32765

billyreiter@gmail.com

484 821 6177

Skills

3D Modeling/Texturing (PBR)
3D Animation

Software

3DS Max, Maya, ZBrush, Mudbox, Substance Designer, Substance Painter, Photoshop, Illustrator, After Effects, Premiere, Flash, Nuke, Marmoset, Unity Engine

Education

Academy of Art University
Art Institute of Philadelphia

Masters of Fine Arts
Bachelors of Science

3D Animation
Media Arts and Animation

Experience

Alion Science and Technology

3D Modeler

- Model and texture geometry for use in simulations
- Output assets for use in Unreal engine
- Use a combination of point cloud data, line drawings, and photographs to create realistic 3D assets

The DiSTI Corporation – Nov. 2013 – Mar. 2018

3D Modeler

- Model, texture, and animate geometry for use in simulations
- Output assets for use in simulation engine
- Use a combination of CAD data, line drawings, and photographs to create 3D assets
- Responsible for creating graphic design and video assets for use in various trade show and marketing presentations

Revamped FX – May 2016 – Present

3D Modeler

- Model and texture geometry for architectural renderings
- Use a combination of blueprints, elevations, and photographs to create 3D assets

Sanford-Brown Institute Orlando – Sept. 2012 – May 2017

Instructor

- Taught classes in the Game Design and Animation programs
- Created course syllabi, as well as conducted lectures and critiques for classes
- Scheduled guest speakers and specialty workshops for graduating students

Harrisburg University – Apr. 2012 – Aug. 2012

Instructor

- Taught classes in the 3D Modeling and Animation program
- Created course syllabi, as well as conducted lectures and critiques for classes

Lehigh Carbon Community College – May 2011 – Sept. 2012 **Instructor**

- Taught classes in the Animation and Computer Science programs
- Created course syllabi, as well as conducted lectures and critiques for classes

Mercer County Community College – Sept. 2009 – May 2010 **Instructor**

- Taught classes in the 3D Modeling and Animation program
- Created course syllabi, as well as conducted lectures and critiques for classes

International Artist Studio – June 2007 – Oct. 2010 **3D Modeler/Animator**

- Modeled, textured, rigged, and animated various assets for use in movie special effects and website content
- Rendered and composited final animations for use in movies, commercials, and website content

Freelance

Pluralsight **2017** **Online Instructor**

- Created content for online course – 3DS Max Animation Fundamentals
- Recorded and edited short instructional videos

The Asylum **2016** **MoCap Cleanup Artist**

- Cleaned up MoCap data for *Prank Wars* movie
- Output final MoCap data for use in animations

Jetstream Games **2013** **3D Artist/Animator**

- Modeled, textured, and animated models for Star Shapers game
- Output assets for game engine

Backseat Conceptions **2010** **3D Animator**

- Rigged and animated crows for the 69 Eyes music video – “*Dead Girls are Easy*”
- Rendered final animations for use in the music video

Fuji Bikes **2010** **3D Modeler/Animator**

- Modeled, textured, and animated bike asset for use in Fuji Bikes convention video
- Rendered animations for use in convention video

Accomplishments

- Orlando ACM SIGGRAPH December 2017 - Present President
- Orlando ACM SIGGRAPH June 2013 – December 2017 Secretary

References

- Available Upon Request