

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

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

Education

Academy of Art University	Masters of Fine Arts	3D Animation
Art Institute of Philadelphia	Bachelors of Science	Media Arts and Animation

Experience

Alion Science and Technology – May 2018 - Present **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

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

Adobe Stock Contributor **2018 - Present** **3D Modeler**

- Create content for the Adobe Stock website
- Model, texture and export assets for sale on their site

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

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

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