

## **ANTHONY REITAN**

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Portfolio: <https://arreitan.com>

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### **SUMMARY**

Entry-level Game Designer and 3D Artist with experience in character modeling, texturing, and real-time asset creation. Proficient in Blender, Maya, Unreal Engine, and Unity, with a hybrid skill set spanning both art and programming. Experienced in designing and coding websites using HTML, JavaScript, and modern web technologies. Focused on building optimized, high-quality assets for interactive experiences.

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### **SKILLS**

#### **3D & Game Development:**

Blender • Maya • Unreal Engine • Unity • Fusion 360

#### **Programming:**

HTML • JavaScript • Python • C++

#### **Creative Tools:**

Adobe Creative Suite

#### **Technical:**

Soldering • 3D Printing • Vacuum Forming • FPV Drone Assembly, Wiring, and Programming

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### **EXPERIENCE**

#### **3D Printing Instructor & Counselor** — Camp Lindenmere | Jun 2025 – Aug 2025

- Taught 3D modeling and printing concepts to beginner-level students
- Guided projects from concept through final printed output
- Developed communication and leadership skills in a team-focused environment

#### **3D Printing Technician** — Solve-It.Tech, Inc. | Jul 2019 – Present

- Designed and produced functional 3D models for engineering applications
- Delivered precision models, including a Virginia-class submarine model used by Lockheed Martin

- Managed full production workflow: modeling, slicing, printing, and post-processing
- Improved print reliability and efficiency through calibration and troubleshooting

### **3D Character Modeler** — MonRiverGames | Jan 2023 – May 2023

- Created and textured 3D character models for *Light Rush*
- Rigged assets and prepared them for integration into game engines
- Collaborated with developers to ensure performance optimization and visual consistency

### **Video Editor** — WVU Mountaineer Student Film Festival | Jan 2022 – May 2022

- Designed and produced transition animations to enhance event presentation
- Edited video content using Adobe Creative Suite tools

### **Personal Aide** — Public Partnerships | May 2021 – Jul 2022

- Provided daily care and supervision for a disabled individual
- Maintained a safe environment while supporting daily routines

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## **PROJECTS**

### **3D Modeling & Game Assets Portfolio**

<https://arreitan.com>

- Developed a range of 3D models and textures for game environments and characters
- Focused on real-time optimization and efficient topology for engine use
- Demonstrates proficiency in Blender, Maya, and Unreal Engine workflows

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## **EDUCATION**

### **B.A. Game Design & Interactive Media**

West Virginia University | 2026

Relevant Coursework:

Game Design • Digital Narrative • 3D Modeling • Coding for Media Applications • Multimedia Design

**Honors:** Eagle Scout