

Hello I'm Reese Valentine

Find my work at reesevalentine.com
reesevalentine2@gmail.com

Proficient

- Maya - animation, 3D modeling, rigging, rendering
- Blender - animation, 3D modeling
- Agile production methods
- Textures using Photoshop and Krita

Familiar

- Substance Painter
- Scripting using Javascript & Python
- Experience w/ Linux workstations & command line tools
- Developed games w/ Unity, Unreal, and Godot

Experience

NOV 2017 - JUL 2019

Lead Artist - *Friendshrimp the Game*

- Developed art team's schedule, assigned tasks, & organized weekly meetings
- Created rigs & animations for the game
- Worked in game engine (Unity) on set dressing/level design

AUG 2017 - DEC 2017

Project Manager, Pre-Production & 3D Modeller - *SyFy Channel Bumper*

- Managed project schedule & set deadlines with producer from SyFy
- Worked on storyboards & initial story idea
- Created 3D models and particle effects for the final video

JAN 2019 - PRESENT

Community Manager & Online Jam Organizer - *GLITCH & Global Game Jam Site*

- Helped connect online & on-site users with each other during game jams
- Ran & organized a monthly games discussion group
- Moderate the GLITCH Discord community, maintaining rules and managing conflicts

Education

AUG 2015 - MAY 2019

BFA in 3D Animation - *Minneapolis College of Art & Design*

- Received MCAD Visual Scholarship for high academics and an exceptional portfolio