

REILLY CELUM

Artist/ 3D Modeler | www.sunshinesurprise.com | reilly.celum@gmail.com | (407) 252-2910

Skills:

- **Art:** Skilled in drawing and painting characters, creatures and scenes of all genres for in-game worlds primarily using Adobe Photoshop or pencil media.
- **3D Modeling:** Experienced in modeling both organic and inorganic objects in 3D Studio Max.
- **Texturing:** Unwrapping and creating textures for 3D models.
- **UI/ HUD:** Craft a menu system and HUD according to the visual aesthetic of the game.

Programs:

Adobe Photoshop & Illustrator, 3D Studio Max, Microsoft Office Suite, Tyranobuilder Visual Novel Studio, Unreal Development Kit

Projects:

Pelican's Perch – Visual Novel

Launching October 2015

A single man game built in the Tyranobuilder Visual Novel Studio written to be the length of a book.

Education:

Bachelor of Fine Arts in Game Production - *International Academy of Design & Technology*

Experience:

Assistant Manager - Ushers

May 2013 - Present

Cinemark Theaters - Orlando, FL

- Oversee team of 10+ people to maintain a clean and safe environment in 20 auditoriums and general facilities.
- Manage theater employees on efficient workflow and ensure positive customer experience through excellent service.
- Promoted from Usher for showing proven leadership and the ability to build a better team with strong work ethic and time conscientiousness.

Sales Associate

January 2013 – September 2014

Amazing Picture/ Colorvision - Orlando, FL

- Worked in various locations in both Universal Theme Parks taking pictures of guests, parades and the various characters for promotional purposes and sales.
- Provided directions and delivered a positive park experience to international guests.
- Improved guest experiences by listening to feedback and trying to resolve any concerns they had.
- Working with thousands of guests both international and local on a daily basis.