

Jayde Callejas (They/Them)

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Toronto-based 3D artist and game developer with a diverse set of skills

SKILLS & ABILITIES

- Blender 3D
- Unity/C#
- Plasticity
- Affinity Suite 2.0
- Unreal Engine 5
- Fluent in Spanish

- Website:
- Itch.io:
- ArtStation:
- Sketchfab:
- GitHub:
- Twitter/X:

ONLINE PRESENCE

callejas.xyz

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WORK EXPERIENCE

- 2020-2024 Research Assistant – *Prof Yifat Shaik, York University, Toronto ON • Freelance/Contract • Hybrid*
- Create 3D models & renders
 - Create logo & branding for fictional company in alternate reality game (ARG)
 - Research development pipelines for Amazon Alexa & Google Home devices; create two demo “skills” (apps/programs)
- 2020-2024 3D Artist/Developer – *TTC LLC, Phoenix AZ • Freelance/Contract • Remote*
- Using reference images, modelled/sculpted new products for manufacturing
 - Developed Unity/WebGL-based product preview/customizer tool
 - Created 3D design based on company logo
 - Maintained contact with client throughout the design process to ensure models are compatible with manufacturing guidelines
 - Redesigned old product models to fit new model style/specs
 - Designed web-friendly assets for use in website revamp
 - Created promotional material within a tight deadline
- 2023 Environment Artist – *Icarus Accessible Films, Toronto ON • Freelance/Contract • Hybrid*
- Create virtual movie set in Unreal Engine 5 for use with LED video walls (similar to ILM StageCraft)
 - Implement Quixel Megascans and Unreal Engine Marketplace assets
- Learn new Unreal Engine 5.3 tools and features as needed, and share my knowledge on how to operate the virtual environment with crew members
- 2022 Designer – *York University Game Jam, Toronto ON • Volunteer • Remote*
- Helped organize inaugural event
 - Developed website for promotion & participant registration
 - Designed official event logo
- 2017-2020 Unity3D Instructor – *The Cube School, Toronto ON • Seasonal • In-Person*
- Taught classes of up to 20 children aged 8-10, to use Unity, 3D Slash, Photoshop
 - Provided one-on-one assistance as needed
 - Maintained class focus by using creative educational methodology
- 2018-2019 Smartphone Repair Technician – *DeviceCare, Toronto ON • Part-Time • In-Person*
- Sole employee, responsible for all customer service, including repairs & diagnostics
 - Kept current with the latest phone models & repair techniques

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- 2017-2018 Private Tutor – *Acadia Tutoring Service, Acadia University, Nova Scotia • In Person*
- Tutored first year students in programming & computer science classes
 - Supported students' learning theory & in application
 - My teaching led all my students to successfully complete their courses
- 2014-2015 3D Developer – *Monstercat, Vancouver BC • Freelance/Contract • Remote*
- Developed a promotional side-scroller using Blender, Unity & C#
 - Created an interactive augmented reality (AR) application using ARToolKit, DAQRI, Unity & C#

EDUCATION

- 2018-2024 Digital Media (Specialized Honours in Game Arts) – *York University, Toronto ON*
- 2017-2018 Computer Science – *Acadia University, Wolfville NS*
- 2014-2017 Ontario Secondary School Diploma – *Northern Secondary School, Toronto ON*

INTERESTS & HOBBIES

- 3D Printing/tinkering
- Brazilian Jiu-Jitsu
- Carpentry
- Ceramics
- Knitting
- Live music
- Longboarding

FAVOURITE GAMES

- BeatSaber
- Celeste
- Devil Daggers
- Doom Eternal
- Hades
- HYPER DEMON
- Sekiro
- Titanfall 2
- Ultrakill

REFERENCES

Available upon request