

Reed Weinstock

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Objective

Employment in a studio allowing me to use my skills and expertise in game asset creation. I specialize in hard surface modeling and realistic texture creation. My work has been featured by Marmoset Co and Eat3d.com. My passion is modeling and texturing all things mechanical.

Summary of Qualifications

- Specialize in hard surface modeling, realistic texture creation, physical based rendering, baking, and uv mapping
- Expert in 3ds MAX, Photoshop, xNormal, Marmoset Toolbag 2, Quixel Suite, AutoCAD, and Inventor
- Experienced in Mental Ray, After Effects, Revit, and SketchUp

Education

A.A.S., Computer-Aided Drafting and Design Technology
Johnson County Community College Overland Park, KS May 2015 (expected)

- Honor Roll Fall 2013

Computer Aided Drafting Certificate
Johnson County Community College Overland Park, KS December 2014

- Honor Roll Fall 2013
- (Dual Track: Mechanical & Architectural)

A.A.S., Animation-Entertainment and Game Art Design
Johnson County Community College Overland Park, KS May 2013

- Honor Roll Fall 2009
- Member, Animation Association

Work Experience

Package Handler

FedEx Ground Shawnee, KS 2012-2014

- Responsible for physically loading and unloading parcels.
- Package Handler of the Month (September 2013)
- Member, Day Sort Safety Committee

Associate

Adrian's Cafe Overland Park, KS 2009-2012

- Responsible for food preparation, taking customer orders, making deliveries, stocking, and washing dishes.

Accolades

Eagle Scout June 2006