

ETHAN REYES

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My Portfolio: <https://www.ethanreyes3d.com>

EDUCATION

The University of Texas at Austin Bachelor of Science, Arts and Entertainment Technologies May 2026
Overall GPA: 3.56

EXPERIENCE

UT Austin – A/V Student Assistant; Austin, TX September 2024 - Present

- Operate and maintain audio-visual equipment for events, and presentations, ensuring optimal sound and visual quality
- Troubleshoot technical issues with projectors, microphones, and other A/V systems to minimize downtime and improve user experience
- Manage setup and breakdown of A/V equipment, ensuring timely and efficient support for university events and activities

UT Austin – Undergraduate Assistant; Austin, TX September 2024 - Present

- Maintained organized records of attendance and provided administrative support to instructors, streamlining classroom management
- Assisted students in understanding and completing assignments, delivering one-on-one guidance to improve comprehension and success
- Evaluated and graded student assignments and coursework with accuracy, ensuring timely feedback to enhance academic performance

UT RecSports - Lifeguard; Austin, TX September 2023 - April 2024

- Collaborated within a team to uphold and prioritize patrons' safety within aquatic facilities environment
- Maintained cleanliness of outdoor pool deck and indoor natatorium in order to uphold a pristine and professional work area
- Implemented new life saving CPR/AED techniques as well as water safety techniques learned by attending biweekly training services

ACADEMIC PROJECTS

AET 334K Video Game Prototype – Open World Exploration Experience Fall 2023

- Developed a functional demo level in Unreal Engine, showcasing expertise in game design and environment creation.
- Integrated custom assets and Quixel Bridge Megascans to create an immersive desert environment.
- Designed and assembled a secondary Temple level, enhancing gameplay experience with intricate details and cohesive aesthetics.

AET 342D PCG Planet – PCG Node Framework Fall 2024

- Designed a procedural content generation (PCG) graph to place flora and rocks across a landscape, using a mesh sampler to sample randomized points.
- Utilized subgraphs and a master graph to maintain consistency and organization within the PCG framework

LEADERSHIP EXPERIENCE AND ACTIVITIES

SIGGRAPH 2024 – Student Volunteer July 2024 – August 2024

- Greeted attendees and provided assistance, ensuring a welcoming and organized event experience
- Managed entrance and exit flow at events, maintaining crowd control and event safety
- Directed attendees to event locations and resources, enhancing overall attendee satisfaction and navigation efficiency

Harlingen Community Thearte – Stagehand July 2022

- Assisted in prop creation and setup, contributing to the visual and thematic consistency of stage productions
- Supported production logistics, ensuring smooth transitions and timely scene changes during performances
- Collaborated with team members to maintain an organized backstage environment, promoting efficiency and safety

ADDITIONAL INFORMATION

Computer Skills: Unreal Engine, Unity, Blender, Maya, Substance Painter, Fusion

Interests: Nature, World Generation, Horror, Entomology, Video Games

Work Eligibility: Eligible to work in the U.S. with no restrictions