

Justin Reyes

Narrative Designer

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SKILLS

- Game Writing • Script Writing • Creative Writing • Technical Writing
- Narrative Design • Game Design • Level Design • 3D Modeling

SOFTWARE

- Python • Autodesk Maya • Mudbox • Zbrush • Twine • Unity
- Unreal Engine 4 • RPG Maker MV • Photoshop • Microsoft Office

EXPERIENCE

Writer, Starlite Racing League (Client Prototype)

USV Game Studio Spring 2023, San Jose, CA

Jan 2023 – Apr 2023

- Created and wrote 8 racing teams, 8 racing coaches, 24 racers, and 96 voice lines in total based on documents provided by Lead Writer Nate Tam and the client.
- Filled out story documentation and templates created by Nate Tam with racing team names, team colors, racer names, racer number, gender, age, country racing for, participation in which race, team descriptions, character descriptions, character overviews, race/ethnicity, and hailing country.

3D Modeler on Weed Wars: Dandelion Takeover (A 48 Hour Game Jam Project)

Asájpi Inc. (Global Game Jam Group), San Jose, CA

Feb 2023

- Concepted and collaborated with team on Magma to create the base concept of the Weed Wars game and elaborate on the art and game design.
- Wrote 8-page Game design Document that included the high concept of the game, art style references, concept art, UI wire frames, asset list, team roles, and more
- Organized Google Drive plus asset repository that includes the Game Documentation, Concept Art, 3D Models, and Animations.
- Created simple 3D Model assets of a shovel, rake, and hoe in Maya for the backyard garden environment of our game.

Storywriter / Prop Artist on Heartseeker (A 48 Hour Game Jam Project)

GGJ2021 Group, San Jose, CA

Jan 2021

- Conceived and elaborated on the base premise of the Heartseeker game and its story as the main story writer.

- Wrote Game Design Documents, Cutscene Layouts, and Storyboards: wrote documents for the opening and ending cutscenes of the game, as well as storyboards of diary pictures the player would see when they picked up a heart piece.
- Created simple 3D Model assets of hollow logs and tree trunks in Maya. Provided extra environment art assets of hollow logs and tree trunks for our designer Chris to place around the game.

3D Modeler / Game Designer, Harmageddon

Quaranteam, San Jose, CA

May 2020 – Aug 2020

- Created 3D models of cars, weapons, and props in Maya: Created 2 car models, 2 weapon models, 5 different road and traffic objects. The cars were custom ambulances, the weapons were a bear trap and a nail bomb, and the traffic objects were traffic cones, traffic barrels, and traffic barriers.
- Collaborated with fellow student designers to create the layout of the game's racing track, ideas for cars and weapons, and test game mechanics. Led the first meeting, facilitating the conversation and planning racing game elements and mechanics.
- Built white-box level of the racing track's desert area in Unreal Engine 4.

DHL Sorter

DHL Express, Sunnyvale, CA

Apr 2021 – Present

- Used hand-held scanners and physical logs to accurately track item movements
- Loaded, unloaded, and sorted cargo as part of accurate and efficient evening shipments
- Kept storage areas organized, clean and secure to fully protect company assets
- Prepared pallets of boxes for easy transportation between customer and storage locations
- Secured packages on delivery trucks by organizing them into containers and pushing those containers on to trucks

EDUCATION

B.A., Game Design Art – Game Writing

Cogswell University of Silicon Valley, San Jose, CA

2015-2020