Vaughn Reis

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CAREER OBJECTIVE

Driven to acquire a professional position in an organization where I can utilize and leverage my skills in interactive and artistic design, music performance and composition, and game coding and programming. Committed to combining creativity and technical expertise to deliver innovative gameplay, and eager to contribute new ideas and high-quality work in any industry.

EDUCATION

George Mason University
Fairfax, VA, Bachelor *of Fine Arts - Computer Game Design*,
May 2025

Relevant Coursework: Music for Film and Video, 2D Design and Color, Drawing I & II, New Media in the Creative Arts, Applied Coding for Game Designers, Sound for Music and Games, 3D Game Art Production I & II, Online and Mobile Gaming, Generative AI in Video Games,
Projects: *GMU Blast Master Battle* – Designed & implemented assets in Unity Engine, applying advanced texturing techniques with Adobe Photoshop, 3DS Max & Blender.
Blast Wall-Jump – Created level design for immersive gameplay challenges & obstacles using Unreal Engine. Managed project assets and coordination via GitHub.

WORK EXPERIENCE

Vex IQ Workshop Training, Counseling & Instruction, Metro Warriors, NSBE, Clinton MD,
January 2025 – Present
  - Instruct students in the building and coding of Vex IQ, Vex Go, & Vex 123 robotic creations.
  - Coach and mentor students in collaborative and problem-solving workshops, fostering cooperation and creativity for local & national competitions.

Front Desk Concierge, InterSolutions LLC, The Ten at Clarendon, Arlington, VA,
July 2023 – December 2023
  - Provided personalized service and support by anticipating and fulfilling the needs of residents & guests within the complex, while coordinating timely solutions.
  - Facilitated the receipt and handling of resident packages from multiple delivery services, while offering personalized directions and information on the building, its amenities, and surrounding area.
  - Prepared detailed daily reports documenting building activities and resident interactions
  - Monitored resident entry & facility activity to maintain a secure & comfortable environment.

Counselor, Camp Unplugged, Saint Stephen Baptist Church, Clinton, **MD,**
June 2019 - August 2019
  - Prepared activities for campers & assisted implementing daily activities both in the facility and on local field trips
  - Aided in Community Service Work, preparing weekly food and clothing distributions

Skills

Knowledge of Visual Studio, Unity Engine, Unreal Engine, Davinci Resolve, Blender, 3D Studio Max,
Additional Skills: Adobe Illustrator and Photoshop and Microsoft Office Suite

References Available Upon Request