



BIO

Hello! I'm Ashley. I'm a 3D modeler and a graphic artist. When I'm not busy building virtual worlds, I'm gaming, recreating Funko POP!s, or watching The Office.

CONTACT



203-988-5451



ashleybarbuito.com



a.barbuito@gmail.com

SOFT SKILLS

HONEST
RELIABLE
INITIATIVE
TEAMWORK
COMMUNICATION
PROBLEM SOLVER

EXPERIENCE

3D Artist

2017-Present

SphereGen Technologies - New Haven, CT

Responsible for creation and optimization of 3D assets used for Augmented, Virtual, and Mixed Reality (AR/VR/MR) applications. Trained by Microsoft as part of becoming a Mixed Reality partner. Experienced with optimizing assets for Microsoft HoloLens, Windows Mixed Reality devices, and iPhone/iPads (ARKit).

Other responsibilities include:

- UI/UX Design (Extended Reality Applications)
- WordPress website creation/maintenance
- Filming/editing promotional videos

Front End Supervisor/Customer Service

2011-2019

Best Buy - North Haven, CT

Held numerous roles throughout my time with Best Buy. I was hired as an OS Mobile Associate and worked my way up to become a Front End Supervisor in 2015. My leadership responsibilities included managing customer service, cash management, customer concerns, sales floor leading, and conducting interviews. In 2017, I stepped down to Customer Service Associate to become full-time at SphereGen.

EDUCATION

Quinnipiac University - Hamden, CT

2009-2015

Bachelors of Arts

Game Design and Development, Interactive Digital Design (minor)

I created and lead the QU Game Club for students interested in playing, creating, and designing games. It was officially accepted by the university in December 2011. Served as club President from 2011-2014.

TECHNICAL SKILLS

AUTODESK

Maya

ADOBE

Photoshop

ADOBE

Illustrator

WordPress

UI/UX

ADOBE

Premiere

Unity