

DeAngelo Buxton

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SKILLS

Language: Japanese (spoken and written)

Software: Substance Designer, Substance Painter, Maya, Unreal Engine 4, Unity, Zbrush, Nuke, Blender, Photoshop, Illustrator, After Effects, Premiere, AutoCAD, Revit, Solidworks, GitHub, Java, Microsoft Office

EDUCATION

Drexel University

Philadelphia, PA

Bachelor of Arts: Animation & VFX

2019-2024

Relevant Coursework: Computer Graphic Imagery I, Computer Graphic Imagery II, Animation I, Digital Imaging for Animation & VFX, Digital Compositing I

PROFESSIONAL EXPERIENCE

3D Artist

Philadelphia, PA

DVNC

Sept 2021 -

- Created multiple low poly props to be used in VR Games
- Assisted in reviewing other in game models and props before being put into the game
- Designed textures both realistic and stylized for game ready props and environments

UI/UX Design Intern

Philadelphia, PA

Milkerate LLC

Sept 2021 - March 2022

- Designed assets, app layouts, icons and templates for non profit organizations and companies
- Advised potential customers on the functionalities and process of creating their apps
- Created and presented different iterations of the apps layouts for non profit companies

Lifeguard

Virginia Beach, VA

City of Virginia Beach Parks and Recreation

Aug. 2016 - June 2021

- Ensured a safe swimming and recreation environment for 50+ people daily and perform high level rescues to patrons in danger of drowning
- Administered first aid, cardiopulmonary resuscitation, and automated external defibrillator
- Assisted patrons and customers with services and recreational activities with the utmost professionalism

Swim Instructor

Virginia Beach, VA

City of Virginia Beach Parks and Recreation

Dec. 2018 - June 2021

- Instruct all levels of American Red Cross Water Safety Programs in accordance with American Red Cross and department standard
- Instructed 250 children and adults in becoming proficient swimmers without any deficiencies or injuries

SELECTED PROJECTS

- Alchemist House: Created the model, textures and render using different programs to accurately recreate **another** artist's 2D concept in a quality that is deliverable to a studio.
- Hobbit Home: Personal project, creating all assets to make a stylized scene using real world photos to create a deliverable.
- Dwarven Sword: Sword made during Computer Graphics Imagery II. Later, becoming a personal project on delivering an accurate 3D model from a 2D concept.
- Space Groove TFT: Conceptualized, designed, modeled and textured a TFT Arena based on the Space Groove Skin Line
- Mauro Belfiore Warhammer Prop: Recreated Mauro's Conrad Throne and Pillar in Maya with hand painted textures