

Devon James Wangeline

Artist | Video Game Developer

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Technical Skills

Three-Dimensional Software Skills – Hard Surface Modeling, Sculpting, Rigging, Animation, Textures, UV Mapping, Simulation

Two-Dimensional Software Skills – Sketching, Painting, Graphic Design, Vector Graphics, Animation, Photo Manipulation

Other Notable Skills – Video editing, web design, audio, HTML, CSS, C#, C++, C, Game Development Software

Autodesk Maya	Adobe Photoshop	Adobe After Effects
Autodesk Mudbox	Autodesk Motionbuilder	Adobe Illustrator
Adobe Premiere Pro	Blender	Zbrush
Gimp	Krita	MakeHuman
xNormal	Unity Engine	Unreal Engine
GitHub		

Education

Bachelors of Arts Degree

Media Arts & Game Development: Visual Media Design Emphasis Major | Art Studio Minor

University of Wisconsin – Whitewater

Graduated December 23rd, 2016

Work Experience

Game Developer/Lead Artist

Lexxicon Studios

June 2016 – October 2016 (5 months)

- Concepted and completed 8 playable prototypes of different genres independently with strict deadlines of 1 week per game
- To accomplish the tasks at hand I used Maya, Mudbox, Blender, Photoshop, Illustrator, After Effects, C#, and the Unity Game Engine
- Had one of my prototypes selected to be further developed by the studio

Tutor/Lab Monitor

January 2015 – December 2016 (1 year, 11 months)

University of Wisconsin – Whitewater

- Assisted students with a wide range of software including Maya, Mudbox, Blender, Photoshop, Illustrator, After Effects, Premiere Pro, and the Unity Game Engine
- Supervised a space of equipment

Other Experience

Freelancer

Since June 2017

- Worked with clients to create a product that they were happy with
- Examples of work includes, a Tattoo Design, a Logo, a T-Shirt, a Website, and an Album Cover
- Made multiple versions of products to give them a choice

Motion Capture Studio Assistant

January 2016 – December 2016 (still involved)

- Assisted in running a Motion Capture Space
- Used specific software for the marker-less Motion Captures and Motionbuilder to make repairs
- Directed students that were recording movements for the best captures
- Exported captures to correct formats for use

Student Instructor

September 2016-December 2016(3 months)

- Managed others to keep a preset theme
- Instructed others on how to model with poly-limits, UV Maps, Assigning Textures, Rigging, and Posing
- Helped others with Blender, MakeHuman, and XNormal
- Made repairs to Models that others have made.