

Delano Kingston

Digital Asset Designer & Animator

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dtc-wsuv.org/dkingston21/portfolio (under construction)

SKILLS

Adobe Photoshop	Adobe After Effects	Maya	Blender
Adobe Illustrator	Adobe Substance 3D	CSS3	Slack
Adobe Premiere Pro	Perforce	Javascript	Zoom
Adobe Animate	HTML5	Procreate	Wordpress

RECENT PROJECTS

DATA ENTRY: PORTAL – *Developer, 3D Modeler, April - Present 2023*

dtc-wsuv.org/projects/data-entry-portal

- Working alongside a team of game developers to create unique 3D models, puzzles, and worldbuilding pieces for a VR game based off of Rob Swigart's original novel *PORTAL*
- Adhered to strict brand and design guidelines to complete an accurate end product

Oktoberfest Animated Poster – *Designer, Animator, September - October 2022*

vimeo.com/818513303

- Created hundreds of 2D assets in Adobe Illustrator that were then animated in Adobe After Effects
- Created an animated and still version of important information

The Way Gnome – *Team Lead, Animator, 3D Modeler, April - June 2022*

vimeo.com/705139214

- Led team of four designers to animation and modeling goals while giving members the chance to practice all skills involved
- Adjusted assigned frames and duties based on issues with teammates' personal computers
- Created 6 scenes and 18 world artifacts

A Betrayal Among Us – *Team Lead, Animator, 3D Modeler, February - March 2022*

vimeo.com/686022125

- Set and oversaw modeling and animation goals for individual team members
- Achieved project goal to tell a complete story based on the prompt "Three Bouncing Balls"
- Modeled 10 artifacts including the chairs, table, spotlight, and hallways of the final product

EDUCATION

Washington State University Vancouver – *BA in Digital Technology & Culture*

Expected Graduation - Dec. 2023