

Derik Rivera – 3D Artist

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Portfolio: <http://www.derikrivera.com/>

Profile Highlights

- Secret Security Clearance
- Comprehensive understanding of video game pipelines
- Excellent communication and team leadership skills

Skills

- Character Animation
- Environment Modeling
- Character Modeling
- Rigging
- Motion Graphics
- Video Editing
- Python
- C++

Software Experience

- Autodesk Maya
- 3DS Max
- ZBrush
- Photoshop
- Unreal Engine
- Unity
- Substance Painter
- Perforce
- Github
- Premier Pro
- Illustrator
- After Effects

Work Experience

Crew Training International | Senior Artist | October 2022 – Present

• At CTI, I create, texture, and animate 3D models for maintenance training simulations using video game engines. I collaborate closely with Subject Matter Experts and Instructional Designers to ensure that the simulations align with learning objectives and accurately reflect real-world scenarios. My work requires strong attention to detail, effective communication, and expertise in 3D modeling, contributing to the successful delivery of engaging and effective training programs.

JHT Inc. | Graphic Artist | January 2022 – October 2022

• At JHT, I worked with a team of artists to create various digital media such as training simulations and marketing materials. Day-to-day tasks included character animation, character, prop, and environment modeling, video editing, motion graphics, and material/texture creation.

SSE Inc. | Art Lead | March 2020 – January 2022

• At SSE, I worked with engineers, programmers, and Subject Matter Experts from SSE and the Customer to create various 3D assets, animations, and textures. I had constant communication with different teams to ensure that assets were as accurate as possible and functioned properly in a simulated environment. The work varied from low-res VR assets to high-res visual concepts. As Art Lead, I led a team of artists to meet and exceed the Customer's expectations. Lead responsibilities included creating, assigning, and reviewing tasks, creating and refining work pipelines, and ensuring my team had all of the support and materials they needed to excel.

Cubic Global Defense | Technical Artist | November 2017 – March 2020

• At Cubic, I did a mix of 2D and 3D work, as well as developed and managed a number of production pipelines. I created art assets and implemented them in Unreal engine, adhering to Cubic's various workflows and standards. Art assets I created included 3D environments and characters, 2D UI elements, animations and textures.

Education | Full Sail University | Bachelor of Science Degree in Computer Animation