

# Derik Rivera – 3D Artist

407-575-1152 | [riveraderik@gmail.com](mailto:riveraderik@gmail.com) | [LinkedIn](#) | Kissimmee, Florida 34741

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

## Profile Highlights

- Creative and team-oriented 3D Artist
- Comprehensive understanding of video game pipelines
- Excellent communication and team leadership skills
- Exceptional multitasking and problem-solving skills
- Capable of working extremely well under pressure
- Able to quickly adapt to new work environments

## Skills

- Character Animation
- Environment Modeling
- Character Modeling
- Rigging
- Motion Graphics
- Compositing
- Video Editing
- VFX

## Software Experience

- Maya
- 3DS Max
- ZBrush
- Photoshop
- Unreal
- Unity
- Substance Painter
- Perforce
- Github
- Motion Builder
- Illustrator
- After Effects
- Nuke
- Premier Pro
- Houdini
- Adobe Animate

## Work Experience

### SSE Inc. | Graphic Artist | March 2020 - Present

- At SSE Inc. I work with engineers, programmers, and Subject Matter Experts from SSE and Boeing to create various 3D environments and characters, animations, and textures. I have constant communication with different teams to ensure that assets are as accurate as possible and function properly in a simulated environment. The work has varied from low-res VR assets to high-res visual concepts using the Unity and Unreal engines.

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

- At Cubic, I did a mix of 2D and 3D work. I created art assets and implemented them in the 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.

### Dream Beacon Games | Lead Artist | November 2015 – December 2017

- At Dream Beacon Games, I led a team of artists to make a mobile game for Android and iOS. I assigned tasks to the team, reviewed their work, and gave suggestions. The game we worked on is called Rolliverse. My tasks included modeling characters/environments, creating character rigs, animating characters/props, and creating textures/UI art.

### Freelance Graphic Design / Motion Graphics Artist

- As a freelance artist, I consult with clients about their business - what they do, who their audience is, their work environment, etc. - and discuss ideas for their logos, commercials, and other various promotional media. I have designed/created logos and motion graphics videos for companies such as La Rosa Realty and Vita Couture Veils.

## Education

### Full Sail University

- Bachelor of Science Degree in Computer Animation