

Derik Rivera – 3D Artist

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

Profile Highlights

- Digital 2D/3D Artist
- Comprehensive understanding of video game workflows and video game engines
- Excellent communication skills, particularly in regards to teaching others
- Outstanding multitasking and problem-solving skills
- Capable of working extremely well under pressure
- Able to quickly adapt to new work environments and learn new skills

Education and 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 assets, 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.

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 unreal, adhering to Cubic's various workflows and standards. Art assets I created included 3D models, 2D UI elements, animations and textures.

Full Sail University | November 2016

- Bachelor of Science Degree in Computer Animation

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.

Skills

- Animation
- Modeling
- Web Design
- Video Editing
- Rigging
- Motion Graphics
- Compositing
- VFX

Software Experience

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