

Michael Derrig

Texturing/Lighting/Compositing

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Goal

Seeking a position of responsibility as a Technical Artist in a driven and creative 3D effects or game development studio.

Qualifications

Experienced in texturing and lighting of 3D assets in a game pipeline.
Dedicated to the field of 3D art with a strong work ethic.
Highly organized, excellent at meeting deadlines, effective time management
Excellent at problem solving and troubleshooting
Able to work independently or in a team environment, strong leadership and communication skills.

Software Experience

Highly Proficient

Maya (& mental ray), Bodypaint 3D, Nuke, ZBrush, Shake, Photoshop, Premiere, Motor, Headus UVLayout

Well Versed

MEL, Matchmover, Boujou, PFTrack, Stitcher, Vue, After Effects, Encore, Final Cut Pro, DVD Studio Pro, Color Finesse, Magic Bullet, [g]iles Lightmapper, CrazyBump

Operating Systems

Linux, Windows, Mac

Game Engines

Simutronic's Hero Engine, Blitz3D

Employment

2008-Present KizToys Inc.

Lead Lighting & Texturing Artist -

Hired & lead the team (8 members) that created the textures for KizPlanet MMO

Textured and lit assets/environments for Cinematics and Commercials

Also responsible for Technical Art Direction-

Pipeline Development, Artistic Technical Efficiency, Look Development

Created Digital Masters of Action Figures-

Final Sculpting, Color and Pantoning, Beauty Renders

2003-2004 Cox Communications Television Studio

Event & Studio Cameraman, Playback Operator

Studio Maintenance and Equipment Management

2002-Present Freelance Videography/Visual Effects Work

Weddings, Local Business Advertisements, Etc.

Education

2004-2008 Savannah College of Art and Design

Graduated Cum Laude with a degree in Visual Effects

2004 Combined Merit Scholarship (Equivalent to two year's

tuition, based on academic and artistic talents)

2002 Quinnipiac University's Production Assistant Boot Camp

CT Independent Filmmakers' Certified Production Assistant

