

# John DeRiggi

CHARACTER ARTIST

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## SUMMARY

Over 10 years creating character art for Disney/Pixar, Microsoft, Legendary Pictures, Google, and other clients. I enjoy creating realistic and stylized characters in a passionate team environment that encourages artistic growth and quality of life. I have also taught at CGSociety, Carnegie Mellon University, and more.

## SKILLS

Organic and hard surface character sculpting and modeling with a foundation in anatomy, concept sculpting, the high to low resolution pipeline, stylized and physically based material and texture creation, skinning, character design, pipeline development, team management, teaching

## SOFTWARE

ZBrush, Maya, 3dsmax, Topogun, 3D Coat, Marvelous Designer, Substance Painter, Quixel Suite, Photoshop, xNormal, Keyshot, Marmoset, Unity, After Effects, Premiere, Perforce, SVN

## EXPERIENCE

### Character Artist - Contract

[Oculus](#)

2017- Present      Character Artist: Unannounced VR Experience

### Senior Character Artist

[Schell Games](#)

2016 - 2017      Lead Character Artist: Unannounced Touch Screen Experience - Multiplatform  
Lead Character Artist: Frostbound - Google Daydream VR game

2015 - 2016      Lead Character Artist: Annihilator VR - Legendary Pictures - Oculus Gear VR experience

2015              Lead Character Artist: Waterbears - Educational iPad Puzzle game

2014 - 2015      Lead Character Artist: The World of Lexica - Amplify Education Inc. - Educational Action Adventure iPad game

2013 - 2014      Character Artist: The World of Lexica - Amplify Education Inc. - Educational Action Adventure iPad game

### Character Artist

[Schell Games](#)

2011 - 2013      Lead Character Artist: The World of Lexica - Amplify Education Inc. - Educational iPad MMO

2011              Lead Character Artist: Mechatars - Bossa Nova Robotics - Browser-Based Head-to-Head Battle Game  
Environment Artist: Race for the Beach - Sea World Interactive Exhibit

2010              Lead Character Artist: Internal Project Pitch Demos  
Character Artist: The Mummy Online - Bigpoint - Canceled Browser-Based MMO Game  
Character Prop Artist: Battleball - Facebook, Android, iPhone Mobile Game  
Lead Environment Artist and TD: Toy Soldiers Parachute Drop - Disney World Attraction Video  
Prop Artist: SpyNet Toys Online - Jakks-Pacific

2009              Lead Character Artist and TD: Disney's Pirates of the Caribbean Online - Fishing Minigame  
Lead 3D Artist: Disney's Toontown Online - Minigames: Parties, Flying, and Cog-Dominiums  
Lead Character Artist: Zoo Online - Canceled Microsoft MMO Game  
Lead Character Artist: The Sum of All Thrills - Interactive Disney World Attraction

2008 - 2009      Lead Character Artist: Wii Toys - Three Canceled Disney/Nintendo Wii Games  
Lead Character Artist: The Chronicles of Narnia - Canceled Interactive Disney World Attraction

2006 - 2008      Lead Character Artist, TD and Animation Lead: Toy Story Mania - Interactive Disney World Attraction

## Character and Environment Artist

[Alice: Carnegie Mellon University](#)

2010 - 2012 Character and Environment Artist: Alice Computer Science Online Educational Software

## Freelance 3D Artist

2001 - 2006 3D and Motion Graphics Artist: McKenzie Illustrations - Medical Illustration

3D Artist: Etcetera Edutainment and Medrad - Medical Illustration

3D Artist and Animator: Best Promotions - Promotional Animation

## TEACHING

2016 - Present Character Art Instructor: [Gumroad Tutorials](#)

2012 - 2015 Character Art Instructor: CG Society - Rapid Character Development for Online Games

2010 Character Rigging Instructor: The Art Institute of Pittsburgh - Media Arts and Animation Program

2005 - 2006 3D Modeling Instructor: CMARC: Carnegie Mellon University - Summer Academy for Math and Sciences

2002 - 2006 3D Modeling and Animation Instructor: ITT Technical Institute - Multimedia Program

## EDUCATION

2016 Mastering Human Anatomy in Zbrush: Andrew Cawrse, Anatomy Tools Workshop

2016 Mastering Marvelous Designer, Beginner & Advanced: CG Elves Workshop

2015 Zbrush Summit 2015 Workshops: Keos Masons, Scott Eaton, Disney Infinity, and Mold 3D

2014 Digital Figure Sculpture: Scott Eaton Sculpture Workshop

2012 Anatomy for Artists Online: Scott Eaton Anatomy Workshop

2011 Concept Sculpting and Maquettes: Bryan Wynia CG Society Workshop

2011 High End Fantasy Game Art Creation: Katon Callaway CG Society Workshop

2007 Masters of Entertainment Technology: Carnegie Mellon University

2001 BA in Visual Arts Communications: Cum Laude Graduate: Westminster College

2000 Media Arts and Animation: Affiliate Student: The Art Institute of Pittsburgh