

# John DeRiggi

CHARACTER ARTIST

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## SUMMARY

Over 12 years creating characters for Oculus VR, Disney/Pixar, Schell Games, Google, Marvel, Lucasfilm, Legendary Pictures, Microsoft and more. I enjoy stylized and realistic character creation in a team environment that encourages artistic growth and quality of life. Previous instructor for CGSociety, Carnegie Mellon University, and other programs.

## SKILLS & SOFTWARE

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

ZBrush ~ Maya ~ Substance Painter ~ Photoshop ~ 3DCoat ~ Marvelous Designer ~ Unreal Engine ~ Unity ~  
Keyshot ~ Marmoset ~ Arnold ~ 3dsmax ~ Topogun ~ Quixel Suite ~ xNormal ~ After Effects ~ Premiere

## EXPERIENCE

### Lead Character Artist

#### [Oculus VR](#)

February 2017- Present

Creating stylized and realistic character art for real-time engine and offline rendering research projects. Includes character design and concept sculpting with and without art direction, production modeling, blendshape sculpting, cloth sculpting and simulation, physically based material and texture creation, hair grooming, and pipeline development with artists, engineers and researchers. Mentor to junior character artist. Recommends and evaluates art staffing needs. On contract through Filter Digital.

### Freelance Character Artist & Mentor

#### [Schell Games](#)

June 2017 - September 2018

Created realistic hero character assets for Marvel and Lucasfilm client projects: retopology, mesh optimization, uv's, physically based material and texture creation. Character art mentor providing live feedback and sculptovers on form, posture, gesture, muscle and bony landmark accuracy, silhouette, etc: weekly video conference, email and chat guidance. Mentored junior character artist through production of organic and hard surface hero character sculpts for internal Schell Games title. Mentored two junior characters artists through digital figure sculpture and human anatomy courses.

### Senior Character Artist

#### [Schell Games](#)

May 2013 - Jan 2017

Created stylized and realistic hero characters for majority of client and studio titles as lead character artist. Concept sculpting, organic and hard surface production modeling, physically based and stylized material and texture creation, and character pipeline development with artists, engineers, game designers and producers. Assisted in art staffing needs. Mentored junior character artists and consistently educated studio on character art tools, techniques, and industry pipelines. Real-time and VFX projects included theme park attraction demos, virtual reality experiences, mobile games, and studio research efforts.

*Titles: Frostbound ~ Annihilator VR ~ Waterbears ~ The World of Lexica*

### Character Artist

#### [Schell Games](#)

May 2006 - April 2013

Created stylized hero characters for majority of client and studio titles as lead character artist. Concept sculpting, organic and hard surface production modeling, stylized material and texture creation, and pipeline development with artists, engineers, game designers and producers. Helped to build initial studio art team and assisted in hiring process over the years. Real-time and VFX

projects included theme park attractions, games for consoles, mobile, and internet browsers, along with studio research and project pitch efforts.

*Titles: The World of Lexica ~ Mechatars ~ Race for the Beach ~ The Mummy Online ~ Battleball ~ Toy Soldiers Parachute Drop ~ SpyNet ~ Pirates of the Caribbean Online ~ Toontown Online ~ Zoo Online ~ The Sum of All Thrills ~ Wii Toys ~ The Chronicles of Namia ~ Toy Story Midway Mania*

## **Freelance Character Artist**

[Alice: Carnegie Mellon University](#)

November 2010 - September 2012

Helped streamline the character pipeline for Carnegie Mellon University's Alice software, the well-known educational tool originally directed by Randy Pausch used around the world to teach computer science through storytelling. Created character and environment art for the Alice gallery. Mentored three junior character artists.

## **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

## **TRAINING**

2018 Human Anatomy Workshop - Level 2: Andrew Cawrse, Anatomy Tools Clay Sculpting Workshop  
2017 Hair Creation for Games: Adam Skutt, Game Art Institute Workshop  
2017 Character Sculpting in Zbrush: Hosein Diba, Game Art Institute Workshop  
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