

John DeRiggi

CHARACTER ARTIST

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SUMMARY

Over 13 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 creation with a foundation in anatomy, form, balance, silhouette, appeal, pose, color theory, the high to low resolution pipeline, blend shape sculpting, concept 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 ~ xNormal ~ After Effects ~ Premiere

EXPERIENCE

Senior Character Artist

[Velan Studios](#)

August 2019 - Present

Creating stylized character art for an unannounced title in partnership with Electronic Arts. Organic and hard surface production modeling, physically based and stylized material and texture creation, and character pipeline iteration with artists, engineers, game designers and producers. Working remotely on contract.

Lead Character Artist

[Oculus VR](#)

February 2017- November 2019

Created stylized and realistic character art for real-time engine and offline rendering research projects for Oculus Research/Facebook Reality Labs. Included character design and concept sculpting with and without art direction, production sculpting and modeling of animation topology, blendshape sculpting, cloth sculpting and simulation, physically based material and texture creation, hair grooming, and pipeline development with artists, engineers and researchers. Led the creation of human and non-human stylized avatars for research. Led the creation of an averaged human base mesh and uvs for [realistic human Codec Avatars](#). Mentor to junior character artist. Anatomy and character pipeline advisor for research scientists and research assistants. Collaborated with onsite and offsite co-workers daily. Recommended and evaluated art staffing needs. On contract through Filter Digital.

Freelance Senior Character Artist & Mentor

[Schell Games](#)

June 2017 - September 2018

Created realistic hero character assets for Marvel and Lucasfilm client projects: retopology, mesh optimization, uvs, 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. Worked remotely on contract.

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](#) and [ArtStation Tutorials](#)
2012 - 2015 Character Art Instructor: CGSociety - 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

2019 The Extra Mile: Pablo Gomez, Character Art Design and Presentation workshop
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