

# John DeRiggi

CHARACTER ARTIST

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## SUMMARY

Over 14 years creating characters for Oculus VR, Disney/Pixar, Velan Studios, Schell Games, Google, Marvel, Lucasfilm, Legendary Pictures, Microsoft and more. I enjoy stylization and stylized realism in 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 and color theory; art directed and self directed design abilities; concept sculpting and character design; blendshape expression sculpting with FACS or machine learning approaches; animation driven topology creation; stylized and physically based material and texture lookdev; efficient uv creation for low and high res assets; hair and fur grooming; story driven character lighting; efficient character pipeline and character customization development with team leads; senior or lead character artist in AAA, Indie, and research projects in a wide range of genres; team management, teaching and mentoring; positive artist with a proven record working successfully with varied disciplines; Agile production development; 3+ years working remotely and/or with remote coworkers

~ ZBrush, Maya, XGen, Substance Painter, 3DCoat, Topogun, Photoshop, Wrap, Marvelous Designer  
Unreal Engine, Unity, Keyshot, Marmoset, Arnold, 3dsmax, xNormal, Perforce, SVN, JIRA, Trello ~

## EXPERIENCE

### Senior Character Artist

#### [Velan Studios](#)

August 2019 - September 2020

Creating stylized character art for an unannounced title in partnership with Electronic Arts. Organic and hard surface sculpting and production modeling, physically based and stylized material and texture lookdev, character pipeline iteration with artists, engineers, game designers and producers. Mentor to new character art lead. 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 on-site and remote coworkers 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 narrative experiences, mobile action-adventure, educational, and puzzle 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; console, mobile, and PC titles in genres including MMORPGs, fighting and social games, interactive toys; studio research and project pitches.

*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