

DEREK LEBRUN - 3D CHARACTER ARTIST

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SOFTWARE

- Zbrush
- 3ds Max
- xNormal
- Photoshop
- dDo
- nDo2
- Marvelous Designer
- 3D-Coat
- Unity
- UDK
- Perforce
- Agisoft PhotoScan
- Polyworks
- Geomagic

EDUCATION

- Schuler School of Fine Arts* 2008-2012
Baltimore, Maryland
Figurative Sculpture and Classical Realism
- University of Baltimore* 2004-2008
Baltimore, Maryland
Bachelor of Science, Cum Laude
Simulation and Digital Entertainment

EXPERIENCE

- 3D Character Artist** 2014-Present
Playful Corp. McKinney, Texas
- 3D Modeling.
 - Texturing.
 - Concept Art.
 - Games worked on: Creativerse; Lucky's Tale
- 3D Character & Prop Artist** 2013-2014
Shapefarm. Helsingborg, Sweden
- 3D Modeling.
 - Texturing.
 - Games worked on: Devil's Third
- 3D Character & Prop Artist** 2012-2013
Art Bully Productions. New York, New York
- 3D Modeling.
 - Texturing.
 - Games worked on: Star Trek; SOMA; Unannounced Title
- 3D Character Artist** 2013-Present
Fantasy Flight Games. Roseville, Minneapolis
- 3D Modeling.
 - Prepping 3D models for 3D Printing and manufacturing.
 - Games worked on: Star Wars: Imperial Assault; 3 Unannounced Titles
- 3D Artist** 2011-2014
Direct Dimensions Inc. Owings Mills, Maryland
- 3D Modeling. Texturing.
 - 3D Scan Data Cleanup.
 - Character Modeling for Film VFX.
 - Mentored Artists and Lead Digital Sculpture Team.
 - Provided Software training to Employees and JHU Medical Students.
 - Developed 3D Scan Data Character Pipeline.
 - Digital Sculpture for Archeological and Paleontological Conservation.
 - Films/TV worked on: John Wick; Birdman; The Cobbler; The Secret Life of Walter Mitty; The Smurfs 2; Grown Ups 2; Noah; The Amazing Spider-Man 2; Teenage Mutant Ninja Turtles; Night at the Museum: Secret of the Tomb; Gotham; Nikita