

Derrick Sesson
Modeler/3D Generalist
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Profile:

- Experience using Maya, Zbrush, Mudbox, Mari, Photoshop, Substance Painter, UV Layout, Nuke, Unreal Engine, After Effects, Vray, Linux, Windows
- Ability to work in a collaborative, fast-paced environment
- A sense of strong team dynamics and a positive morale-generating style
- In-depth knowledge of studio pipeline

Skills:

- Modeling, Sculpting, Texturing, Rigging, Previs/Postvis, Layout, Animation, Basic Lighting, Basic Comp

Film Credits:

- Beauty and the Beast (2017): Hero Asset Modeler/Sculptor
- Fate of the Furious (2017): Modeler/Facial Blendshape Modeler
- Avengers: Infinity War (2018): Character Modeler
- Black Panther (2018): Post-Viz Artist/Generalist

Experience:

- Digital Domain, Playa Vista, CA (May 2016 - Present)
- Timber, Santa Monica, CA (April 2016 – May 2016)
- Digital Domain, Playa Vista, CA (November 2014 - April 2016)
- Blind, Santa Monica, CA (October 2014 - November 2014)
- Brand New School, Los Angeles, CA (September 2014 - September 2014)
- Monkey Head, Los Angeles, CA (August 2014 - September 2014)
- Logan.tv, Los Angeles, CA (June 2014 - August 2014)
- Mirada, Los Angeles, CA (April 2014 - June 2014)
- Logan.tv, Los Angeles, CA (March 2014 - April 2014)
- Blind, Santa Monica, CA (December 2013 - December 2013)
- Gentleman Scholar, Los Angeles, CA (October - November 2013)
- Brand New School, Santa Monica, CA (June 2013 - October 2013)
- Syndrome Studios, Los Angeles, CA (April 2013 – May 2013)
- Gentleman Scholar, Los Angeles, CA (March 2013 - April 2013)
- Syndrome Studios, Los Angeles, CA (February 2013 – March 2013)

- Brand New School, Santa Monica, CA (October 2010 - February 2013)

Education:

Gnomon School of VFX:

- Introduction to Maya
- Introduction to Zbrush
- Look Development

Escape Studios:

- Summer Apprenticeship Class