

## **Derrick Sesson**

**Modeler/3D Generalist**

424.901.5406

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### **Profile:**

- Experience using Maya, Zbrush, Mudbox, Mari, Photoshop, Substance Painter, UV Layout, Nuke, Marvelous Designer, Unreal Engine, After Effects, Vray, Linux, Windows.
- FACs based Facial Blendshape Modeling/Rigging Experience.
- Python knowledge to make tools and speed up workflows.
- 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, Look-Dev, Python, Lighting, Rigging, Previs/Postvis, Layout, Animation, Basic Comp

### **Film Credits:**

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

### **Experience:**

- The Mill, Culver City, CA (September 2018 - Present)
- Digital Domain, Playa Vista, CA (November 2014 - September 2018)
- Timber, Santa Monica, CA (April 2016 – May 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