

Derick Ballard

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www.3d-rock.com

SKILLS

- Digital Modeling & Texturing •
 - Level Design •
- Digital & Traditional Animation •
 - Environmental Lighting •
 - Graphic Art •
 - Traditional Drawing •

TOOLS

- Autodesk 3D Studio Max •
 - Autodesk Maya •
 - Pixologic Zbrush •
 - Adobe Photoshop •
- Unreal (UDK) Game Engine (Intermediate) •
- Radiant Game Engine (Intermediate) •
- Source Game Engine (Intermediate) •
 - Crazybump •
 - xNormal •
- Lumonix Shader FX •
- Adobe InDesign •
- Adobe Flash •
- Adobe Dreamweaver •
- Adobe Premiere •
- Adobe After Effects •
- Traditional Media •
- Product Studio •
- Team Foundation Server •
- Shotgun Software •

3D Artist

SUMMARY

- 3+ years professional experience in multiple aspects of game production.
- Solid foundation of art asset creation and game engine implementation.
- Ability to take on multiple roles with creativity and leadership skills along with a proven record of shipped titles.

WORK EXPERIENCE

Environment Artist | Unannounced Project, NOVEMBER 2011 - CURRENT
Gameoft Montreal, Montreal, Qc, Canada

- Modeling, texturing, and lighting environment and prop assets for an unannounced project. Personally handling all aspects of the environment assets from concept to export in the Glitch Game Engine.

Environment Artist | Forza Motorsport 4, SEPTEMBER 2010 - MARCH 2011
Turn 10 Studios, Redmond, WA

- Modeled and textured environment and prop assets for fictional and real-world tracks from around the world for the AAA, Xbox 360 title, Forza Motorsport 4. Took on the role of Track Lead during the contract, adding the responsibility of porting an older track to the new game and raising the visual bar along the way.

Post Production / Assistant QA Lead | Kinect, MARCH 2010 - SEPTEMBER 2010
Microsoft (Kinect Tag Team), Redmond, WA

- Receiving skeletal animation generated from the Kinect sensor and cleaning the animation during the problem frames. Promoted to Assistant QA Lead, adding the responsibility of evaluating thousands of post-production clips under strict guidelines and entering them into the back of an in-house database.

Environment Artist | Forza Motorsport 3, JULY 2008 - JULY 2009
Turn 10 Studios, Redmond, WA

- Modeled and textured authentic, real-world art assets as well as fictional environments for the AAA title, Forza Motorsport 3 for the Xbox 360. Tasks included LOD creation, UV mapping, setting up explicit lighting schemes, up-resing old texture maps, and general bug fixing.

EDUCATION

Associate of Applied Arts in 3D Computer Animation, APRIL 29th, 2007
Digipen Institute of Technology, Redmond, WA

Portfolio & references available upon request