Derrick Lau

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Summary
CG and technical artist with over 10 years of experience creating assets and troubleshooting for films, games, mobile, and VR.

Experience

Evil Eye Pictures (Jul. 2016 - Present)
Lead Technical Director: *Bolden (live-action), Son of Jaguar, Piggy, Sonaria, Age of Sail*
- Modeled, textured, and lit photorealistic assets for a live-action film.
- Created tools in Python for Maya used by multiple departments throughout the production pipeline.
- Continuing work with Google Spotlight Stories in creating and optimizing assets, layout, animating, rigging, lighting, scripting, managing files, as well as troubleshooting and designing user interactions for VR experiences.

Google – VR (Oct. 2016 - Jan. 2017)
CG Generalist - freelance
- Modeled and textured a variety of styles and helped with look development for characters used in VR and AR testing.

Google – Spotlight Stories (Dec. 2013 - Jun. 2016)
CG Generalist: *Duet, On Ice, Help, Pearl, Rain or Shine*
- Collaborated directly with filmmakers and engineers to provide content that maintained a high level of quality while still optimized for mobile devices, as well as complying with restrictions of newly developed proprietary engine.
- Provided work throughout the pipeline from layout, modeling, texturing, Python scripting, designing user interactions, and lighting for both 3 and 6 DoF experiences.

Pixel Gun (Aug. 2013 - Oct. 2013)
Texture Artist – freelance: *NBA 2K14*
- Created color, wrinkle, normal, and displacement maps for real-time, AAA, photoreal character heads.

Mad Spelunker (Mar. 2013 - Oct. 2013)
CG Modeler/Texture Artist – freelance: *Howe Caverns*

Cinderbiter (Oct. 2011 - Oct. 2012)
CG Modeler: *Henry Selick's The Shadow King*
- Modeled faces, bodies, props, and clothing as well as created blendshapes for characters.
- Troubleshot processes that prepped cg models for 3d printing and real world armatures used in stop motion.

Zynga (Jul. 2011 - Oct. 2011)
Tech Artist/Associate Producer: *Hidden Chronicles*
- Modeled, textured, and rendered assets for isometric game environment.
- Managed art content, pricing, and scheduling for outsourced vendors.
- Worked alongside art directors to provide instructions, drawovers, and feedback to multiple overseas studios.

ImageMovers Digital (Dec. 2008 - Nov. 2010)
Character Finaling Artist/Performance Layout TD: *Disney's A Christmas Carol, Mars Needs Moms*
- Sculpted corrections and made final animation fixes.
- Applied facial and body motion capture data to rigs.
- Wrote Python scripts for repetitive procedures.

PhaseSpace Motion Capture (Jun. 2008 - Nov. 2008)
Stage Manager/Artist

Humbug Entertainment (Feb. 2008 - Jun. 2008)
Motion Capture Technician: *Disney's A Christmas Carol*

Education

Ex'pression College for Digital Arts (2005 - 2007)
B.A.S. in Animation and Visual Effects

University of California, Berkeley (2000 - 2004)
College of Letters and Science/B.A. in Art