

Derrick Lau

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www.3dlau.com

OBJECTIVE Seeking a 3d modeling position at a creative company that challenges and invigorates the skills and minds of their digital artists.

SOFTWARE	Highly Skilled	Proficient	Familiar With
	Autodesk Maya	Z-brush	Vicon Blade & Nexus
	Adobe Photoshop	Mudbox	MotionBuilder
		Unfold 3d	Adobe After Effects

SKILLS Fine Art (drawing, painting, sculpting, 2D animation, digital photography), modeling, texturing, rigging, 3D animation, lighting, compositing, and mocap.

EMPLOYMENT **ImageMovers Digital “A Christmas Carol”** **2008**
Jr Mocap TD

Integrated various mocap sources and assets into a single performance using MotionBuilder and Maya.

PhaseSpace Motion Capture **2008**
Stage Manager/Artist

Managed the motion capture stage, ran capture sessions on-site and off-site, directed actors in order to obtain efficient data, created demo reels and promotional animations for the company.

ImageMovers Digital / Humbug Entertainment “A Christmas Carol” **2008**
Mocap Tech

Tracked both body and facial captures using Vicon Blade and Nexus, quality assured facial footage, and was in charge of data management.

EXPERIENCE ***The Day My Soul Became a Star*** (shown at the Cannes Film Festival) **2007**
Rex Rey Films/ Make a Wish Foundation
Lead Digital Artist

Modeled, textured, animated, lit, and shot individually assigned scenes while also assisting others with similar tasks.

Dusk till Dawn (student game level) **2006**
Modeled low-poly environmental elements within a team setting. Models were based on concept art, created in Maya, and laid out with the Unreal engine.

Oasis (student cg short/freelance work) **2004**
Co-directed, modeled, textured, animated, lit, applied effects, and edited with Maya and After Effects. Some assets were bought by PhaseSpace Motion Capture and used in a promotional video.

EDUCATION **Ex’pression College for Digital Arts, Emeryville, CA**
B.A.S. in Animation and Visual Effects, Nov. 2007

University of California, Berkeley
College of Letters and Science
B.A. in Art Practice, Dec. 2004

REFERENCES Available upon request.