

ZSOLT DERKA

973.667.9767 • www.CGsimplified.com • Zsolt@CGsimplified.com

OBJECTIVE

To be in a creative environment to produce quality driven work while furthering my skill as a 3D character artist.

SKILLS

- Ability to switch back and forth between Maya, Zbrush, and Photoshop for workflow efficiency.
- Hi and low poly modeling using edge loops and proper structure.
- UV mapping, ability to paint textures or through photo manipulation in a Nondestructive workflow, ability to generate Displacement, Normal, and Bump maps.

EXPERIENCE

Freestyle Collective, New York, NY Sep 2008 – Nov 2009
3D Generalist Intern

- Worked on commercials, spots, and broadcasts including “Hallmark: The Good Witch’s Garden”, “The Postmarks: Go Jetsetter” as well as in-house productions.
- Applied techniques for modeling, UV layout, texturing, and shader assembly for project assets.
- Animated characters and inorganic objects capturing appeal and a sense of believability.
- Collaborated with various 2D and 3D artists from concept to completion.

Villany Associates, Inc., Teaneck, NJ March 2009
Freelance Web Designer

WPUNJ Ben Shahn Gallery, Wayne, NJ Sep 2006 – Oct 2007
Visual Resource Assistant

- Made certain that all final elements meet the quality standards.
- Performed digitizing processes in flatbed, slide and photography.
- Wrote training documents outlining my method of Photoshop retouching.

CGMechanix 2007
• Designed company logo into 3D.

MetroCAF Computer Animation Festival 2006
• Part of the development team for the title sequence
• Modeled the MetroCAF logo used in print/animation and textured multiple NYC skyscrapers.

ACHIEVEMENTS

Ballistic Publishing “EXOTIQUE 5: THE WORLD’S MOST BEAUTIFUL CG CHARACTERS” Nov 2009
• “EXOTIQUE, stands beside EXPOSÉ as the industry’s best collection of character art.”
• Featured 208 selected artists worldwide.

Imaginary Friends Studios “The Pepper Project” Nov 2008
• Featured 100 selected artists out of 1100+entries.

EDUCATION

William Paterson University, Wayne, NJ Graduated Jan 2008
Bachelor of Fine Arts in Computer Animation

SOFTWARE PROFICIENCY

3D	2D	Motion Graphics and Compositing
• Autodesk Maya 2008	• Adobe Photoshop CS4	• After Effects
• Pixologic ZBrush 3	• Illustrator	• Premiere
	• Flash	
	• Dreamweaver	