

Derek Best
Technical Artist
Rigging & FX

www.derekmbest.com
dbest41385@yahoo.com
(512) 826 2701

SKILLS

- C#, MEL scripting, Python, and MAXScript
- Unity and UDK experience
- Rigging and animation using Modo, Maya, and 3DS Max
- Modeling with Modo, Maya, and 3DS Max
- Texturing with Adobe Photoshop CS4
- Particle systems in UDK (Cascade) and Unity (Shuriken)

GAME EXPERIENCE

December 2013

**Fantastic Creations:
House of Brass (iOS)**

Team Size: 4

Project Lead

- Organized a task list for distribution to team members
- Worked on laying out 2D assets to recreate levels to match original PC title
- Scripted some minigames
- Created animations and particle effects to match the original PC title
- Checked for consistency with original PC title

March 2013

**Mystery Escape Files:
Escape From
Ravenhearst
(iOS and Android)**

Team Size: 8

Artist and Level Design

- Worked on laying out 2D assets to recreate levels to match original PC title
- Created animations and particle effects to match the original PC title
- Checked for consistency with original PC title

November 2012

**Nick Chase: A
Detective Story
(iOS and Android)**

Team Size: 4

Project Lead

- Organized and distributed tasks to team members for completion
- Worked on laying out 2D assets to recreate levels to match original PC title
- Created animations and particle effects to match the original PC title
- Scripted some minigames
- Checked for consistency with original PC title

May 2011

**Fury of the Ancients
(student project)**

Team Size: 15

Lead Artist

- Ensured visual consistency
- Approved visual assets and style choices
- Worked with programmers on special effects

PROFESSIONAL EXPERIENCE

May 2012 – January 2014

Dogbot Studios, LLC (formerly Annosoft Entertainment)

Technical Artist

- Laid out 2D art assets to recreate levels to match existing PC adventure games for use on mobile devices
- Created small tools and scripts to aid with porting PC adventure games to mobile devices using Unity
- Created particle systems and animations to match existing PC titles on mobile devices using Unity
- Rigged characters and animated for use in Unity and other applications using Modo or Maya
- Textured models and painted 2D art assets using Photoshop
- Game design, documentation, and early stage prototyping
- Built and published to a wide variety of mobile devices using Unity
- Scripted minigames and gameplay for adventure games in Unity using C#

Jan 2012 – May 2012

Southern Methodist University

(Contract) Creative Coordinator/Freelance Animator

- (Graphic Designer) Created CSS style sheets and control the design of email newsletters
- (Graphic Designer) Website maintenance using the content management system Type03 and Dreamweaver CS4
- (Graphic Designer) Designed print materials using Adobe Creative Suite
- (Animator) Rigged and animated main character and boss character
- (Animator) Worked with programmers on special animation implementation such as ledge grabbing

EDUCATION

December 2011

The Guildhall at Southern Methodist University

Dallas, Texas

Master of Interactive Technology, specialization in Art Creation

May 2009

Texas Tech

Lubbock, Texas

Bachelor of Fine Arts, Communication Design