

# Derek Levesque

3D Generalist -- The **ginger** artist that tries his hardest.

## **Electronic Arts, NHL 22, Vancouver, BC—Character Artist (NHL 22)**

JUNE 2020 - PRESENT

Create unique equipment models as a franchise first using a combination of poly modeling and unique hard surface modeling techniques to capture as much detail from concept or scan data. Author hundreds of all new gen5 uniform texture payloads for many of the licensed leagues across the game.

## **Bardel, Vancouver, BC— Modeler (Diary of a Wimpy Kid, Ice Age)**

MARCH 2020 - MAY 2020

Environment and vehicle modeling for Bardel was thoroughly challenging and fun. subD modeling and unique hand techniques was key to matching the drawn art style of the comics for Wimpy Kid.

## **Wildbrain, Vancouver, BC—Modeler (Go, Dog. Go!)**

JULY 2019 - MARCH 2020

From unique designs by the concept team, created in Maya clean quaded assets ranging from characters, vehicles, unending myriad of props and environments. Surface/Shader work done in Vray after beautiful UV layout, texture creation in photoshop/substance. Xgen hair creation and groom used for all characters.

## **Electronic Arts, Burnaby, BC—Character Artist (FIFA 20)**

OCTOBER 2018 - JULY 2019

Creating pixel perfect recreations of star football players. Modifying base mesh to silhouette, cleaning scanned data and resculpting human anatomy, texture projection and bakes, as well hair card creation and layout. Complete Maya to Zbrush workflow with photoshop for texturing. Marvelous Designer to Zbrush to Maya for all streetwear.

## **DHX Media, Vancouver, BC—Modeler/Lighter/Composer (Mega Man)**

JUNE 2017 - OCTOBER 2018

All modeling for Mega Man was hard surface subd modeling to maintain the robot aesthetic using Maya. All asset types from characters, vehicles, and props, to environments. Hand painted style in Sub. Painter and shader work done through Vray. I then transitioned into lighting. This was done through render passes into compositing through Nuke.

## **Electronic Arts, Burnaby, BC—Character Artist/Co-Lead (FIFA 15-18)**

MAY 2015 - MAY 2017

Texture payload creation for Gen4 consoles. These years included an engine change from Ignite to Frostbite which included all new PBR learning curves. Expand and create new ways to enhance asset creation and help guide, lead and develop new artists. I went to India to trade knowledge and technique with our partners.

## **Goldtooth Creative, Vancouver, BC—3D Generalist**

SEPTEMBER 2015 - JANUARY 2016

Complete Maya, Zbrush, Photoshop workflow. Creating high quality assets for use in cinematic trailers/live action. Art styles ranging from hard surface war vehicles to Pixar style cartoons.

1034 Calverhall Street  
North Vancouver, ST V7L1Y3  
**(604) 537-5048**  
**rekulaar@gmail.com**

### **SOFTWARE**

Maya (Vray/Arnold)  
Zbrush/3D Coat  
Substance  
Photoshop/Illustrator  
Nuke  
UE4/ Frostbite

### **CREDITS**

#### **TV/Film (Artist)**

Mega Man Fully Charged  
Go, Dog. Go!  
Diary Of A Wimpy Kid

#### **Video Game (Artist)**

NHL 22  
FIFA 20  
FIFA 18  
FIFA 17  
FIFA 16  
FIFA 15

### **REFERENCES**

**Fred Simpson** - Lead Artist  
<https://ca.linkedin.com/pub/fred-sim-pson/21/2a5/964>

**Andrew McDonald** - Dev. Director  
<https://www.linkedin.com/in/andrew-mcdonald-7007199>

### **EDUCATION**

**Vanarts** (Game Art and Design)  
MAY 2013 - MAY 2014

