

# DEREK FLANAGAN

Limerick City, Ireland

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3D Art Portfolio: <https://derekflanagan.ie/>

Coding Resume: <https://thepixel8or.github.io/ucd-resume/>

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## PERSONAL PROFILE

A passionate & self-motivated 3D Game Artist who consistently strives to reach the highest-quality standards with the artistic expertise and technical ability required to create visually stunning and unique 3D content. Possessing years of experience using 3D Software tools to develop content for use within interactive virtual environments such as Open-simulator, with highlights including giving a presentation at the University of Limerick 3D Camp about my personal experiences designing content for virtual environments, as well as participating in the early closed alpha stages of testing and content creation with next generation interactive social virtual reality experiences with platforms such as High Fidelity and Project Sansar. I am an early adopter for virtual reality and head mounted displays, such as Oculus Rift, HTC Vive, and Gear VR.

I'm an aspiring developer currently pursuing a diploma in Full Stack Software Development with Code Institute. I have good artists eye with strong attention to detail, and have the motivation that drives me to be the best I can be, and I'm always willing to challenge myself to improve and develop new skills.

Can provide creative solutions to a client's needs, cultivated through my prior working career in the steel fabrication industry. A strong team-player who gets on well with people at all levels, easily making good working relationships through excellent inter-personal, communication and social skills.

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## TECHNICAL SKILLS

- **3D Modelling:** Game Assets & content creation - *Autodesk 3DS Studio Max and MayaLT.*
  - **3D Digital Sculpting:** Game Asset Pipeline - *Pixologic ZBrush & Autodesk Mudbox.*
  - **Texture Baking:** High to low poly projection baking - *Xnormal.*
  - **UV Mapping & Unwrapping:** Process of projecting a 2D image to a 3D model's surface.
  - **2D Image Editing:** Texturing - *Adobe Photoshop.*
  - **3D Painting Software:** Physically Based Rendering Textures – *Substance Painter & Quixel Suite.*
  - **3D Material Authoring:** PBR Material Authoring and Scan Processing Tool – *Substance Designer.*
  - **Real Life Scans:** Massive Online Library of PBR Materials and Object Scans – *Megascans & Quixel Mixer.*
  - **Terrain Creation:** Terrain Generation Tool to create CG Landscapes and Erosion – *World Machine.*
  - **3D Clothes Design:** Tool for Designing Clothes and Fabrics for Game Characters – *Marvelous Designer.*
  - **3D Real-time Rendering:** RT Rendering, Animation and Baking Suite – *Marmoset Toolbag.*
  - **Game Engine:** Video Game, Virtual Reality and App Development Engine – *Unity 3D Game Engine.*
  - **Low Poly:** Optimized Low Poly Game Assets for Games and Virtual Reality.
  - **Social VR Environment's:** Content Creation for VR Worlds - *Open-Simulator, High Fidelity, Sinespace and Sansar.*
  - **Web Development:** Front-end Website Development – *HTML5, CSS3, JavaScript*
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## EDUCATION

2013 – 2014

Higher Certificate in Games Development  
& Media Production QQI Level 6  
(Distinction)

Clane college

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## NETWORKING & SUPPORT

2014

New Frontiers Entrepreneur Programme

Enterprise Ireland

Took part in phase one of Enterprise Ireland's New Frontiers Entrepreneur Development Programme for early-stage start-ups.

### 3D Camp Meetups:

Regularly attend 3D camp meetups for 3D, Virtual & Augmented Reality entrepreneurs, businesses and enthusiasts in a show and tell style, with the opportunity to share what you're building while networking and learning from others in the industry.

## MAIN EMPLOYMENT HISTORY

2015-2017

Etaver

3D Virtual Environments

Established a business, along with a colleague from the Momentum course in Game Design, operating an interactive 3D virtual environment called Greater Ireland to showcase 3D recreations of Irish landscapes and historical sites. Using the free, open-source platform known as Open-simulator, visitors could create an Avatar through our modern, user-friendly website to explore and interact with our custom-built and unique 3D content and become part of a passionate, welcoming community of virtual residents.

### Key Duties and Responsibilities

- Used the latest, cutting-edge software to create a wide-variety of custom-built and unique 3D content for users to explore and interact with inside our interactive virtual environment, Greater Ireland.
- Helped create and manage our modern, user-friendly website *GreaterIreland.com* using the latest Web-Creation techniques with an easy account creation front-end/back-end to allow users to register and create an account through a simple and secure registration procedure.
- Managed the daily and monthly server administration requirements of the business.

1996-2008

Curtain Steel Fabrications, Lisnagry, Limerick

Senior Steel Fabricator

Involved in a variety of different projects as the Senior Steel Fabricator for the company

### Key Duties and Responsibilities

- Designing, fabricating and fitting steel structures taken from architectural plans on building sites
- Designing and installing custom pieces for private residences, for example, a spiral staircase showcased in *Ireland's Home and Interiors* magazine
- Designing, fabricating and fitting steel gates for business and private residences

## HOBBIES AND INTERESTS

Photography, Walking, Cycling, Cooking, Reading, Watching Movies and Gaming.

## REFERENCES

References are available upon request.