

# Derek Blume

Los Angeles, CA  
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## PROFESSIONAL SUMMARY

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I am a Senior/Lead level visual effects artist with 20+ years of experience. I have created content across many different branches of the industry, including film, TV, games, VR, AR, and mobile apps.

I am passionate about the narrative potential of 3D content. I have collaborated, been a project manager, and worked independently to create cutting edge products within budget and on schedule. My varied skillset helps me collaborate effectively and my extensive experience allows me to work fast.

## SKILLS

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- Building environments in game engines: Unity and Unreal Engine
- Creating robust materials in 3D painting apps: Substance Painter, Designer, Mari, Photoshop.
- Creating content in 3D apps: Maya, 3d Studio MAX, Zbrush, Houdini.
- Modeling, Layout, Texturing, Lighting, Cloth Simulation, Rendering.
- Compositing apps: Nuke, After Effects, Davinci Resolve.
- Render Engines: V-Ray, Redshift, Arnold, Marmoset.

## EXPERIENCE

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SEPTEMBER 2021-JUNE 2023

Senior Environment Artist

Genies | Los Angeles, CA

- Coordinated with the creative team to help clients express their inner selves through online avatars.
- Modernized my artistic vision creating, lighting, and rendering environments for the online Genie personas of Gen-Z stars such as 24KGoldn, Nessa Barret and Zoe Wees.

JULY 2021-SEPTEMBER 2021

Environment Artist

Chicken Bone VFX Studios | Los Angeles

- Integrated with the compositing team at Chicken Bone FX to help bring the Apple TV show "SEE" to life.
- Created and rendered set extensions for the area surrounding a post-apocalypse airport, including a ruined airport terminal and tower. Conceptualized a compelling wilderness vista with MASH.

MAY 2021-JULY 2021

Environment Artist

CBS VFX | Los Angeles

- Collaborated with art director to create and render photo-real props, set extensions and set replacements for commercials and network TV.

## SEPTEMBER 2016-AUGUST 2020

### CG Supervisor

#### Magnopus | Los Angeles, CA

- Supervised Mission:ISS, coordinating with astronaut Scott Kelly to create an authentic day in the life of an ISS astronaut. Worked closely with the Art Director to define the overall mood and composition of virtual environments that would run efficiently and stay visually compelling.
- Two projects received Emmy Nominations for Outstanding Original Interactive Program, BladeRunner 2049 Memory Lab in 2018 and Mission:ISS in 2017. I was an environment artist on both and VFX supervisor on one. Collaborated with other artists to give a talk on the art of Mission:ISS at the 2018 Game Developer's Conference.

## NOVEMBER 2014-AUGUST 2016

### Lead 3D Artist

#### TangerineApps | Los Angeles, CA

- Worked as Layout Supervisor, in charge of the 3D post visualization of shots in the Jungle Book movie, setting up lighting and layout of the digital environments before they were converted to the photo real assets. Optimized 3D film assets and created compelling virtual experiences from the Jungle Book movie as well as other movie releases for their marketing campaigns.
- The Jungle Book won the 2017 Academy Award for outstanding visual effects.

## MAY 2010-MARCH 2014

### Senior 3D Artist

#### Scanline | Los Angeles, CA

- Modeled architectural structures and then prepped them for destruction, Built out elements such as pipes and rebar inside walls and then fragmented them in a way that matches the physical weaknesses of the structures.
- The movie Hereafter, received an Academy Award nomination for best visual effects in 2011.

## MARCH 2008-AUGUST 2009

### 3D Artist

#### Uncharted Territory | Los Angeles, CA

- Designed and modeled 3D environments for the movie 2012, working collaboratively on tight deadlines with other creative and technical team members to come up with best solution for final executions.
- Innovated as a 3D artist with Uncharted Territory in 2005-2006 on the TV miniseries, The Triangle, The Triangle won the 2006 Emmy Award for Outstanding Special Visual Effects for a Miniseries.

## EDUCATION

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### 3D Arts Certification - 3D Art

San Francisco State University, San Francisco, CA

### Bachelor of Arts (B.A.) - Psychology and Japanese

University of Puget Sound, Tacoma, WA

## ADDITIONAL INFORMATION

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Awards:

- 2018 Emmy nomination Outstanding Original Interactive Program for BladeRunner 2049 Memory Lab.
- 2018 Collaborated with other artists to give a speech on the Art of Mission:ISS at the 2018 Game Developers Conference.
- 2017 Emmy nomination Outstanding Original Interactive Program for Mission:ISS in 2017.
- 2017 Academy Award Outstanding Visual Effects for The Jungle Book.
- 2011 Academy Award nomination Outstanding Visual Effects for Hereafter.
- 2006 Emmy Award Outstanding Special Visual Effects for a Miniseries for the Triangle.