

Derek Chan

+ (1) 929 327 0878
Brooklyn, New York
DerekhsiaoChan@gmail.com

Technical Artist

Hello! I'm Derek, a technical artist with an interest in the creation and research of novel ways to create beautiful images. My praxis behind my place within this field has always been to understand deeply the theory and reasoning behind final pixel results, to immerse one in the process of learning and experimentation, and refuse to treat visuals as a black box.

PROFESSIONAL EXPERIENCE

Technical Artist, ZeroSpace

Brooklyn, NY (2023 - Present)

- Reporting directly to the technical director, in charge of researching, documenting and executing on the technical requirements of incoming projects.
- Developed and implemented multiple custom tools, pipelines and automotive workflows to help support other members of the team.
- Researched and Integrated emerging technologies, including generative AI models, novel rendering techniques etc.

Real-Time VFX Artist, Passage

Brooklyn, NY (2024 - 2025)

- Collaborating closely with artist Kevin Peter He, was entirely responsible for the creation and documentation of a real-time performant and procedural lightning and fire propagation vfx system using the niagara particle system.

Unreal Engine Developer, Metta-Prayer at The Metropolitan Museum

New York City, NY (2023)

- Worked closely alongside artist Jacolby Satterwhite in order to bring forth his artistic vision of a large scale video projection artwork taking place at the Great Hall in the Met.
- Coordinated and acted as technician for volumetric and motion capture of talent and integrating them into Unreal Engine 5. Programmed and integrated endless runner game logic alongside procedural tile-based environment.

PROJECTS/AWARDS

New York Fashion Week (NYFW) VJ Performance

Brooklyn, NY (2024)

- Performed as member of collective "DRY" alongside DJ Antide at a NYFW After-party event.

UE5 Python Tools Scripting

- Developed a sequencer automation python tool using the UE python API and PyQt for the purposes of streamlining content creation.

HP Convention Demo

- Developed an markerless motion capture based demo experience using UE, niagara and geometry scripting for HP which was exhibited at multiple conventions such as: NAB, SIGGRAPH, IBC, Adobe MAX

ASUS 2023 Proart Sponsorship Recipient

EDUCATION

Tandon School of Engineering, New York University

New York City, NY (2021 - 2023)

Masters of Science in Integrated Design & Media, Recipient of Program Director Scholarships

Tisch School of the Arts, New York University

New York City, NY (2016 - 2020)

Bachelor of Arts in Cinema Studies

SKILLS

- Unreal Engine 5
- Python Scripting
- SideFx Houdini
- HLSL Scripting
- Autodesk Maya
- ComfyUI