MICHAEL ANDERSON

MA

Lead Character Designer

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SUMMARY

Distinguished Character Designer with a robust portfolio showcasing an expansive range of character concepts across various media, including video games and animated films. Expertise encompasses character development from initial sketches to final renderings, ensuring alignment with narrative themes and audience engagement strategies. Proven ability to collaborate with cross-functional teams, including writers and animators, to create immersive characters that resonate with diverse demographics.

WORK EXPERIENCE

Lead Character Designer Epic Game Studios   *Jan 2023 - Present*

- Directed a team of designers in creating unique character assets for multiple AAA titles.
- Utilized ZBrush and Photoshop to produce high-fidelity character models and textures.
- Collaborated with narrative teams to ensure character designs aligned with story arcs.
- Implemented feedback loops that improved design processes and reduced development time by 15%.
- Presented character concepts to stakeholders, securing funding for new projects.
- Developed training materials for new team members, enhancing onboarding efficiency.

Character Artist Creative Animation Studios   *Jan 2020 - Dec 2022*

- Designed and modeled characters for animated series, focusing on visual storytelling elements.
- Engaged in iterative design processes, incorporating client feedback to refine character aesthetics.
- Utilized 3D modeling software to create rig-ready character meshes.
- Collaborated closely with animators to ensure character designs facilitated fluid movement.
- Conducted workshops on character design principles for aspiring artists.
- Participated in art critiques, contributing to a culture of constructive feedback.

EDUCATION

Bachelor of Fine Arts in Character Design, Rhode Island School of Design   *Sep 2019 - Oct 2020*

ADDITIONAL INFORMATION

- **Technical Skills:** Adobe Creative Suite, ZBrush, Maya, Character Animation, Visual Storytelling, Team Leadership
- **Awards/Activities:** Awarded 'Best Character Design' at the International Game Developers Awards 2020.
- **Awards/Activities:** Successfully led a character design initiative that increased audience engagement by 30%.
- **Awards/Activities:** Recognized for innovative character designs in a major industry publication.
- **Languages:** English, Spanish, French