MICHAEL
ANDERSON

Senior Character Designer

- San Francisco, CA
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Visionary Character Designer with a profound ability to translate narrative concepts into compelling visual representations. Expertise encompasses the development of distinctive character aesthetics that resonate with target audiences while enhancing the overall narrative experience. Proficient in utilizing advanced design software and techniques to create characters that are not only visually engaging but also deeply integrated into the storytelling framework.

WORK EXPERIENCE

Senior Character Designer | Epic Games
Jan 2022 – Present

- Developed and executed character concepts for multiple high-profile gaming titles.
- Collaborated closely with narrative teams to create characters that enhance storytelling.
- Utilized industry-standard software such as Maya and ZBrush to produce high-quality models.
- Conducted character animation tests to ensure designs translate effectively in motion.
- Led design workshops to mentor junior designers and foster a collaborative creative environment.
- Achieved recognition for innovative character designs that contributed to a 20% increase in game sales.

Character Artist | Blizzard Entertainment
Jul 2019 – Dec 2021

- Created character designs for various game franchises, focusing on unique visual styles.
- Worked alongside art directors to refine character aesthetics and ensure alignment with brand identity.
- Produced detailed character sheets and turnaround models to guide 3D artists in production.
- Participated in playtesting sessions to gather feedback on character designs and functionality.
- Utilized Photoshop and Substance Painter for texture creation and character detailing.
- Contributed to a project that received a BAFTA nomination for Best Artistic Achievement.

SKILLS

Character modeling   Concept development   3D animation   Team collaboration   Storyboarding   Visual storytelling

EDUCATION

Bachelor of Fine Arts in Character Design
2015 – 2019

Rhode Island School of Design

ACHIEVEMENTS

- Designed a character that became a flagship icon for a major video game franchise.
- Received the 'Best Character Design' award at the International Game Developers Association.
- Published articles on character design techniques in leading industry magazines.

LANGUAGES

English   Spanish   French