



MICHAEL ANDERSON

Senior Character Modeler

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SUMMARY

Distinguished Character Modeler with a robust portfolio encompassing diverse projects across the gaming and animation industries. Proven expertise in sculpting intricate 3D characters that resonate with audiences and enhance storytelling. Adept at collaborating with multidisciplinary teams to achieve innovative design solutions while adhering to project timelines and budget constraints. A meticulous approach to character rigging and texturing ensures high-quality outputs that meet industry standards.

WORK EXPERIENCE

Senior Character Modeler Epic Games

Jan 2023 - Present

- Developed high-fidelity character models for AAA game titles.
- Collaborated closely with animators to ensure seamless rigging and movement.
- Utilized ZBrush and Maya for detailed sculpting and texturing processes.
- Mentored junior modelers, providing guidance on best practices and techniques.
- Participated in regular design reviews, contributing to the iterative design process.
- Optimized character assets for performance across multiple platforms.

Character Modeler Blizzard Entertainment

Jan 2020 - Dec 2022

- Created stylized character models for various game franchises.
 - Engaged in collaborative brainstorming sessions to enhance character concepts.
 - Executed texture painting and UV mapping for optimal visual fidelity.
 - Maintained awareness of industry trends to influence character design.
 - Assisted in developing character design pipelines to improve workflow.
 - Participated in cross-functional teams to align character style with gameplay mechanics.
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EDUCATION

Bachelor of Fine Arts in 3D Animation, Rhode Island School of Design

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** 3D Modeling, Texturing, Rigging, ZBrush, Maya, Team Collaboration
- **Awards/Activities:** Received the 'Best Character Design' award at the Game Developers Conference.
- **Awards/Activities:** Contributed to a title that achieved over 1 million sales in its first month.
- **Awards/Activities:** Successfully led a project that reduced asset creation time by 30%.
- **Languages:** English, Spanish, French