



# MICHAEL ANDERSON

## LEAD CHARACTER MODELER

### PROFILE

Innovative Character Modeler specializing in digital sculpting and character design for animated films and video games. Extensive experience in crafting compelling character narratives through meticulous attention to anatomical accuracy and artistic detail. Proficient in creating high-quality models that align with artistic direction and technical requirements. Recognized for an exceptional ability to adapt to various artistic styles, ensuring that character designs resonate with target audiences.

### EXPERIENCE

#### LEAD CHARACTER MODELER

##### Pixar Animation Studios

2016 - Present

- Led the character modeling team for a feature-length animated film.
- Developed character models from initial concept art to final production assets.
- Implemented feedback from directors and art leads to refine designs.
- Utilized Blender and Maya to create detailed character textures and shaders.
- Conducted training sessions on new tools and techniques for team members.
- Streamlined the character modeling pipeline, enhancing efficiency by 25%.

#### CHARACTER ARTIST

##### DreamWorks Animation

2014 - 2016

- Collaborated with the animation team to create character models for various projects.
- Executed detailed facial rigging to enhance character expressiveness.
- Participated in character design brainstorming sessions to develop unique personalities.
- Maintained consistency with the overall visual style of the production.
- Utilized industry-standard software for character development and rendering.
- Assisted in quality control to ensure models met production standards.

### CONTACT

- (555) 234-5678
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- San Francisco, CA

### SKILLS

- Digital Sculpting
- Character Design
- Texturing
- Blender
- Team Leadership
- Animation Collaboration

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

BACHELOR OF ARTS IN ANIMATION,  
CALIFORNIA INSTITUTE OF THE ARTS

### ACHIEVEMENTS

- Awarded the 'Outstanding Achievement in Animation' for character design.
- Contributed to a film nominated for an Academy Award for Best Animated Feature.
- Improved character modeling workflow, reducing production time by 20%.