MA

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Website: www.michaelanderson.com

EXPERTISE SKILLS

- 3D Character Modeling
- Traditional Sculpting
- Texturing
- 3ds Max
- ZBrush
- Team Collaboration

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Fine Arts in Digital Media, Savannah College of Art and Design

REFERENCES

John Smith
Senior Manager, Tech Corp
john.smith@email.com

Sarah Johnson
Director, Innovation Labs
sarah.j@email.com

Michael Brown
VP Engineering, Solutions Inc
mbrown@email.com

MICHAEL ANDERSON

CHARACTER MODELER

Accomplished Character Modeler with a strong foundation in both traditional sculpting and digital modeling techniques. Expertise in creating lifelike characters for various media, including video games, films, and virtual reality applications. Demonstrated ability to integrate artistic vision with technical proficiency, resulting in characters that captivate audiences and enhance user experience. Known for strong problem-solving skills and a commitment to achieving high-quality results within tight deadlines.

PROFESSIONAL EXPERIENCE

Ubisoft   *Mar 2018 - Present*
Character Modeler

- Designed and modeled characters for multiple high-profile game titles.
- Collaborated with concept artists to translate 2D designs into 3D assets.
- Utilized 3ds Max and ZBrush for character creation and detailing.
- Participated in playtesting to refine character interactions and animations.
- Ensured models were optimized for performance across different gaming platforms.
- Provided feedback to junior modelers to enhance overall team output.

Rockstar Games   *Dec 2015 - Jan 2018*
Junior Character Modeler

- Assisted in creating character models for an open-world action-adventure game.
- Worked closely with animators to ensure character rigging met movement needs.
- Developed textures and materials to enhance character realism.
- Participated in team reviews to align character design with project vision.
- Maintained organization of character assets within the production pipeline.
- Engaged in continuous learning to improve modeling techniques and tools.

ACHIEVEMENTS

- Received the 'Innovative Character Design' award at the Animation Festival.
- Played a key role in a game that won 'Game of the Year' at the Game Awards.
- Improved asset creation processes, reducing time by 15%.