MA

Michael
ANDERSON

PRINCIPAL CHARACTER MODELER

Visionary Character Modeler with a rich background in crafting engaging character designs for both gaming and cinematic experiences. Renowned for the ability to blend artistic creativity with technical expertise, resulting in characters that tell compelling stories. Experienced in utilizing advanced modeling software to produce high-quality assets that meet the demands of contemporary digital production.

CONTACT

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- San Francisco, CA

SKILLS

- Character Modeling
- Project Management
- Team Leadership
- Substance Painter
- Unreal Engine
- Narrative Design

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN GAME DESIGN, UNIVERSITY OF SOUTHERN CALIFORNIA

ACHIEVEMENTS

- Awarded 'Best Character Model' at the International Game Developers Awards.
- Contributed to a title that achieved over 2 million copies sold worldwide.
- Implemented new modeling techniques that improved efficiency by 25%.

WORK EXPERIENCE

PRINCIPAL CHARACTER MODELER
Naughty Dog

2020 - 2025

- Oversaw character modeling for critically acclaimed game franchises.
- Directed the character creation process, ensuring artistic consistency and quality.
- Utilized advanced tools such as Substance Painter for texture development.
- Mentored a team of modelers, promoting skill advancement and creativity.
- Collaborated with narrative designers to create characters that enhance storytelling.
- Implemented workflow optimizations that reduced production time by 30%.

CHARACTER DESIGNER
Insomniac Games

2015 - 2020

- Developed unique character models for various projects, focusing on innovation.
- Worked collaboratively with art teams to align character designs with gameplay.
- Executed high-quality textures and materials for character assets.
- Participated in design critiques to ensure alignment with project vision.
- Utilized Unreal Engine to test and refine character animations.
- Contributed to a project that garnered multiple awards for excellence in character design.