MA

📞 (555) 234-5678

✉ michael.anderson@email.com

📍 San Francisco, CA

🌐 www.michaelanderson.com

SKILLS

- Character Modeling
- Anatomy
- Texturing
- Maya
- ZBrush
- Team Collaboration

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER GRAPHICS, ROCHESTER INSTITUTE OF TECHNOLOGY

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Recognized for outstanding contribution to a game that won 'Best Visuals' award.
- Participated in a project that achieved critical acclaim for character design.
- Improved character asset turnaround time by 15% through process optimization.

Michael Anderson

CHARACTER MODELER

Dynamic Character Modeler with a keen eye for detail and a passion for creating visually stunning characters that enhance interactive experiences. Demonstrates a solid understanding of character anatomy and design principles, resulting in models that are both aesthetically pleasing and functional. Experienced in collaborating with cross-functional teams to ensure that character designs align with overall project goals and artistic direction.

EXPERIENCE

CHARACTER MODELER

Square Enix

2016 - Present

- Created character models for blockbuster game titles, focusing on detail and accuracy.
- Collaborated with art directors to ensure alignment with the game's visual style.
- Utilized tools such as Maya and ZBrush to produce high-quality assets.
- Participated in character animation processes, ensuring rigging compatibility.
- Maintained a library of reusable character assets to streamline production.
- Engaged in regular feedback sessions to improve modeling techniques.

3D ARTIST

Capcom

2014 - 2016

- Assisted in the modeling of characters for various game projects.
- Worked closely with senior modelers to learn advanced techniques.
- Created texture maps and materials to enhance character realism.
- Participated in team workshops to improve collaborative skills.
- Contributed to character design discussions to refine concepts.
- Maintained organization of character files and assets within the pipeline.