MICHAEL ANDERSON

Character Artist

CONTACT

- (555) 234-5678
- michael.anderson@email.com
- San Francisco, CA

EDUCATION

Bachelor of Fine Arts in Interactive Media

University of Washington
2016-2020

SKILLS

- Character Design
- Asset Development
- Texturing
- Gameplay Optimization
- Team Leadership
- Mentorship

LANGUAGES

- English
- Spanish
- French

Strategic Character Modeler with a proven track record in developing character assets for both interactive and cinematic experiences. Possesses a comprehensive understanding of the character design process, from conceptualization through to execution, ensuring that all models are not only visually compelling but also technically proficient. Experienced in working within fast-paced environments and meeting tight deadlines while maintaining high standards of quality.

WORK EXPERIENCE

Character Artist
2020-2023

Activision

- Designed and developed character models for leading video game franchises.
- Collaborated with a team of artists to ensure cohesive design direction.
- Utilized advanced software to create high-resolution textures and materials.
- Conducted performance optimization to enhance gameplay experience.
- Engaged in regular team meetings to align on project objectives and milestones.
- Provided mentorship to junior artists on character modeling techniques.

Junior Character Modeler
2019-2020

Bethesda Game Studios

- Assisted in the modeling of characters for high-profile game titles.
- Worked under the guidance of senior modelers to learn industry-standard practices.
- Created texture maps to enhance the visual quality of character models.
- Participated in design reviews to align with project vision.
- Maintained organized asset libraries to facilitate efficient workflows.
- Engaged in skill development workshops to enhance modeling techniques.

ACHIEVEMENTS

- Awarded 'Best Character Model' for contributions to a major game release.
- Contributed to a title that achieved record sales within the first week.
- Implemented new modeling techniques that improved asset quality by 20%.