

# MICHAEL ANDERSON

Character Modeler

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Resourceful Character Modeler skilled in the creation of dynamic and engaging character models for various digital platforms. Demonstrated ability to translate artistic concepts into 3D forms that enhance gameplay and narrative. Experienced in utilizing industry-standard software to produce high-quality character assets while ensuring compliance with technical specifications. A collaborative team member, effectively communicating with artists and developers to achieve project goals.

## WORK EXPERIENCE

### Character Modeler | Gearbox Software

Jan 2022 – Present

- Created stylized character models for a variety of gaming projects.
- Collaborated with concept artists to accurately depict character designs.
- Utilized ZBrush and Maya for character modeling and texturing.
- Participated in playtesting to gather feedback on character performance.
- Maintained organized project files to streamline workflows.
- Engaged in peer reviews to enhance the quality of character assets.

### 3D Modeler Intern | Bandai Namco

Jul 2019 – Dec 2021

- Assisted in the development of character models for upcoming game titles.
- Worked closely with senior artists to learn best practices in character design.
- Created texture maps to improve character visual fidelity.
- Participated in team meetings to align on project objectives.
- Maintained an organized library of character assets for easy access.
- Engaged in skill-building exercises to enhance modeling capabilities.

## SKILLS

Character Modeling

3D Design

Texturing

ZBrush

Maya

Team Collaboration

## EDUCATION

### Bachelor of Arts in Digital Arts

Los Angeles

University of California

## ACHIEVEMENTS

- Contributed to a project that received critical acclaim for character design.
- Participated in a game that achieved significant sales within its launch period.
- Improved workflow efficiency by implementing new asset management techniques.

## LANGUAGES

English

Spanish

French