



# MICHAEL ANDERSON

Senior Concept Artist

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## SUMMARY

Visionary Concept Artist with a profound ability to translate narrative into compelling visual art. Possesses extensive experience in the gaming and film industries, collaborating with multidisciplinary teams to create innovative character designs and immersive environments. Expertise in leveraging advanced digital tools to enhance creative workflows and optimize production timelines. Proven track record of delivering high-quality assets that resonate with target audiences and elevate storytelling.

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## WORK EXPERIENCE

### Senior Concept Artist Epic Games

Jan 2023 - Present

- Led a team of artists in the development of character and environment concepts for AAA titles.
- Utilized software such as Photoshop and ZBrush to create high-fidelity assets.
- Collaborated closely with game designers to ensure alignment with gameplay mechanics.
- Conducted regular critiques and feedback sessions to refine artistic direction.
- Implemented a streamlined asset pipeline that reduced production time by 20%.
- Mentored junior artists, fostering a culture of creativity and innovation.

### Concept Artist Blizzard Entertainment

Jan 2020 - Dec 2022

- Created detailed concept art for characters, environments, and props across multiple game franchises.
  - Participated in brainstorming sessions to develop unique visual styles and themes.
  - Collaborated with 3D modelers to ensure accurate translation of concepts into 3D models.
  - Maintained a high level of artistic quality while adhering to production schedules.
  - Presented concepts to stakeholders, incorporating feedback into final designs.
  - Engaged in research to inform design decisions, enhancing the authenticity of visual elements.
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## EDUCATION

### Bachelor of Fine Arts in Illustration, Rhode Island School of Design

Sep 2019 - Oct 2020

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## ADDITIONAL INFORMATION

- **Technical Skills:** Photoshop, ZBrush, Illustrator, Maya, Storyboarding, Visual Development
- **Awards/Activities:** Received the 'Best Concept Art' award at the Game Developers Choice Awards 2020.
- **Awards/Activities:** Contributed to a project that won 'Game of the Year' at the BAFTA Awards.
- **Awards/Activities:** Successfully led a team project that increased user engagement by 30% through enhanced visual narratives.
- **Languages:** English, Spanish, French