



# MICHAEL ANDERSON

## LEAD CONCEPT ARTIST

### CONTACT

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

### SKILLS

- Digital Painting
- Concept Development
- 3D Modeling
- Art Direction
- Team Leadership
- Research

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

MASTER OF FINE ARTS IN VISUAL ARTS,  
CALIFORNIA INSTITUTE OF THE ARTS

### ACHIEVEMENTS

- Led a project that received the 'Outstanding Achievement in Art' award from the International Game Developers Association.
- Recognized for developing a character that became a fan favorite, increasing merchandise sales by 25%.
- Contributed to a successful marketing campaign that improved player retention rates by 15%.

### PROFILE

Accomplished Concept Artist with a distinguished history of creating innovative visual designs that captivate audiences in the entertainment industry. Recognized for a strong ability to interpret and develop visual narratives that align with overarching project goals. Expertise encompasses both traditional and digital art techniques, facilitating a versatile approach to concept development.

### EXPERIENCE

#### LEAD CONCEPT ARTIST

##### Ubisoft

2016 - Present

- Directed the artistic vision for multiple game projects, ensuring cohesive visual storytelling.
- Utilized advanced digital painting techniques to create dynamic character and environment concepts.
- Facilitated workshops to enhance team collaboration and artistic skills.
- Developed comprehensive style guides to maintain consistency across various assets.
- Collaborated with writers to bring narratives to life through visual art.
- Evaluated and implemented new tools to enhance productivity and creativity.

#### CONCEPT ARTIST

##### Riot Games

2014 - 2016

- Created original character designs and environments for popular online multiplayer games.
- Worked closely with animators to ensure fluidity and functionality of character designs.
- Participated in industry conferences to gather insights and inspiration for new projects.
- Engaged in peer reviews to refine artistic quality and enhance team output.
- Produced concept art under tight deadlines while maintaining high standards.
- Explored various art styles to adapt to changing project requirements.