MA

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Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- Environment Design
- 3D Visualization
- Collaboration
- Storytelling
- Research
- Mentoring

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Arts in Game Design, University of Southern California

REFERENCES

John Smith
Senior Manager, Tech Corp
john.smith@email.com

Sarah Johnson
Director, Innovation Labs
sarah.j@email.com

Michael Brown
VP Engineering, Solutions Inc
mbrown@email.com

MICHAEL ANDERSON

ENVIRONMENTAL CONCEPT ARTIST

Dynamic Concept Artist specializing in environmental design and world-building across various media platforms. Demonstrates a unique ability to create immersive environments that enhance user experience and facilitate narrative progression. Extensive experience in collaborating with directors and producers to align artistic vision with project objectives. Proficient in utilizing cutting-edge software and tools to produce high-quality visual assets efficiently.

PROFESSIONAL EXPERIENCE

Naughty Dog   *Mar 2018 - Present*
Environmental Concept Artist

- Developed intricate environment concepts that served as foundational elements for gameplay mechanics.
- Collaborated with level designers to ensure seamless integration of art and functionality.
- Utilized 3D modeling software to visualize environments in real-time.
- Conducted extensive research to inform the design of realistic and engaging settings.
- Presented environment concepts to stakeholders, incorporating feedback for final approval.
- Mentored junior artists, providing guidance on best practices in environmental design.

Insomniac Games   *Dec 2015 - Jan 2018*
Concept Artist

- Created detailed concept art for various environments within a popular game franchise.
- Worked closely with narrative designers to ensure environments supported storytelling.
- Participated in brainstorming sessions, contributing innovative ideas for world-building.
- Utilized software such as SketchUp and Blender to visualize concepts.
- Maintained an organized library of assets for easy reference and collaboration.
- Engaged in regular critiques to enhance artistic quality and team cohesion.

ACHIEVEMENTS

- Contributed to a game that won 'Best Visual Design' at the Game Awards 2021.
- Recognized for innovative environmental design that enhanced player immersion.
- Increased team efficiency by implementing a new asset management system.