



Michael ANDERSON

CONCEPT ARTIST

Innovative Concept Artist with a robust background in traditional art forms and a keen eye for detail. Possesses a unique blend of artistic talent and technical expertise, enabling the creation of visually stunning characters and environments. Demonstrated ability to adapt artistic styles to meet diverse project requirements while maintaining a strong artistic voice.

CONTACT

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- San Francisco, CA

SKILLS

- Traditional Art
- Digital Art
- Character Design
- Environment Design
- Collaboration
- Art Direction

LANGUAGES

- English
- Spanish
- French

EDUCATION

**BACHELOR OF FINE ARTS IN
ANIMATION, SCHOOL OF VISUAL ARTS**

ACHIEVEMENTS

- Received the 'Emerging Artist' award at the Tokyo Game Show 2022.
- Contributed to a game that achieved a 90% rating on Metacritic.
- Played a key role in a project that won 'Best Art Direction' at the Game Developers Choice Awards.

WORK EXPERIENCE

CONCEPT ARTIST

Square Enix

2020 - 2025

- Designed original characters and environments for high-profile game titles.
- Utilized both traditional and digital techniques to create a diverse range of concepts.
- Collaborated with art directors to refine visual styles and themes.
- Developed promotional artwork that effectively communicated the game's narrative.
- Conducted workshops to share knowledge of traditional art techniques with the team.
- Maintained a portfolio of evolving concepts to showcase artistic growth.

JUNIOR CONCEPT ARTIST

Bandai Namco

2015 - 2020

- Assisted in the development of character designs and environments for various projects.
- Created concept sketches and color studies to support senior artists.
- Participated in team brainstorming sessions to generate creative ideas.
- Maintained an organized digital archive of artwork for easy access.
- Engaged in peer feedback sessions to improve artistic skills.
- Contributed to the creation of art assets that enhanced gameplay experience.