



MICHAEL ANDERSON

Concept Artist

Creative Concept Artist with a passion for exploring the intersection of technology and art. Specializes in developing unique character designs that reflect intricate narratives and emotional depth. Experienced in collaborating with a variety of creative professionals to bring innovative ideas to fruition. Proficient in modern digital tools and techniques, ensuring the production of high-quality visual assets.

WORK EXPERIENCE

Concept Artist

2020-2023

Bungie

- Created character and environment concepts for critically acclaimed game titles.
- Collaborated with narrative designers to ensure cohesive storytelling through visual art.
- Utilized advanced software to produce high-quality concept art under tight deadlines.
- Participated in team brainstorming sessions to generate innovative ideas.
- Engaged in regular feedback loops to refine artistic direction.
- Maintained a personal portfolio showcasing a diverse range of styles and techniques.

Junior Concept Artist

2019-2020

Sega

- Assisted in the creation of character designs and environment concepts.
- Produced sketches and color studies to support senior artists.
- Maintained an organized digital library of artwork for easy reference.
- Engaged in team critiques to enhance artistic quality and collaborative efforts.
- Contributed to the development of promotional art for marketing campaigns.
- Participated in professional development workshops to enhance skills.

ACHIEVEMENTS

- Contributed to a successful game launch that achieved a 95% player satisfaction rating.
- Recognized for innovative character designs that became integral to the game's narrative.
- Increased engagement through the development of promotional art that resonated with audiences.

CONTACT

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EDUCATION

Bachelor of Fine Arts in Game Art

Savannah College of Art and Design

2016-2020

SKILLS

- Character Design
- Digital Art
- Collaboration
- Problem Solving
- Portfolio Development
- Technology Integration

LANGUAGES

- English
- Spanish
- French