MA

MICHAEL ANDERSON

Game Artist

📞 CONTACT

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📍 San Francisco, CA

🎓 EDUCATION

Bachelor of Fine Arts in Game Design

DigiPen Institute of Technology
2013

⭐ SKILLS

- Game Art
- Character Design
- Visual Asset Production
- Adobe Creative Suite
- Unity
- Unreal Engine

🗚 LANGUAGES

- English
- Spanish
- French

Dynamic Digital Illustration Artist with a strong emphasis on gaming and entertainment, bringing over 9 years of experience in the creation of immersive visual experiences. Expertise in designing characters, environments, and promotional artwork for video games, ensuring alignment with gameplay narratives and audience expectations. Demonstrated proficiency in a variety of digital tools and platforms, enabling the production of high-quality visuals that captivate players.

💼 WORK EXPERIENCE

Game Artist   2020-2023

Epic Games Studio

- Designed characters, environments, and in-game assets for multiple successful titles.
- Collaborated with design teams to establish visual styles and themes.
- Utilized software such as Unity and Unreal Engine for asset creation.
- Conducted playtests to gather feedback and refine visual elements.
- Produced promotional artwork that increased game visibility by 50%.
- Contributed to projects recognized at game development awards for excellence.

Digital Illustrator   2019-2020

Gaming Innovations

- Created concept art and illustrations for upcoming game releases.
- Worked with marketing teams to design promotional materials.
- Participated in brainstorming sessions to generate innovative game concepts.
- Utilized player feedback to enhance design quality and engagement.
- Produced visual assets that contributed to a 40% increase in pre-orders.
- Maintained a portfolio of work that attracted new clients and projects.

⭐ ACHIEVEMENTS

- Contributed to a game that won the "Game of the Year" award.
- Increased player retention rates by 30% through engaging character designs.
- Featured as a speaker at the Game Developer Conference for innovative design practices.