



MICHAEL ANDERSON

SENIOR LOOK DEVELOPMENT ARTIST

PROFILE

Experienced Look Development Artist with a robust background in video game design and development. Over six years of professional experience dedicated to creating immersive environments and character assets through meticulous look development practices. Proficient in a variety of rendering engines and software, demonstrating an ability to adapt to diverse artistic styles and project requirements.

EXPERIENCE

SENIOR LOOK DEVELOPMENT ARTIST

Epic Game Studios

2016 - Present

- Designed and implemented look development pipelines for next-gen game titles.
- Worked closely with game designers to ensure visual consistency across assets.
- Utilized Unreal Engine for real-time rendering and asset evaluation.
- Created detailed texture maps and shaders to enhance realism.
- Conducted performance tests to ensure optimal asset efficiency.
- Led workshops on best practices in look development for junior staff.

LOOK DEVELOPMENT ARTIST

Pixel Forge

2014 - 2016

- Collaborated with the art team to develop visually engaging game environments.
- Created high-quality materials using Quixel Suite and Photoshop.
- Participated in concept discussions to align artistic vision with gameplay.
- Utilized Marmoset Toolbag for asset presentation and feedback.
- Optimized textures for performance across various platforms.
- Documented workflows and established guidelines for future projects.

CONTACT

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

SKILLS

- Unreal Engine
- Marmoset Toolbag
- Quixel Suite
- Photoshop
- Texturing
- Lighting

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN GAME DESIGN,
INSTITUTE OF CREATIVE
TECHNOLOGIES, 2015

ACHIEVEMENTS

- Contributed to a game that won the Best Art Direction award at the Game Awards 2022.
- Improved texture loading times by 25% through advanced optimization strategies.
- Recognized as Employee of the Month twice for outstanding contributions to project success.