



Phone: (555) 234-5678

Email: michael.anderson@email.com

Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- character design
- digital sculpting
- gameplay mechanics
- team collaboration
- project management
- user feedback

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Fine Arts in Game Design, Game Art Institute, 2017

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

MINIATURE SCULPTOR

Dynamic Miniature Artist with a specialization in gaming miniatures, bringing a unique blend of artistic vision and technical acumen to the tabletop gaming industry. Demonstrates a profound understanding of character design and game mechanics, producing miniatures that enhance gameplay and storytelling. Skilled in both hand-sculpting and digital modeling, ensuring high-quality production standards.

PROFESSIONAL EXPERIENCE

Epic Games Miniatures

Mar 2018 - Present

Miniature Sculptor

- Designed and sculpted miniatures for various tabletop games, exceeding client expectations.
- Utilized ZBrush and Blender for detailed digital sculpting.
- Collaborated with game designers to ensure models met gameplay requirements.
- Conducted playtesting sessions to refine designs based on user feedback.
- Managed the production pipeline to ensure timely delivery of miniatures.
- Participated in conventions to promote new gaming products.

Tabletop Innovations

Dec 2015 - Jan 2018

Junior Miniature Artist

- Assisted in the creation of miniatures for new game releases.
- Learned advanced sculpting techniques under the guidance of senior artists.
- Contributed to brainstorming sessions for new character designs.
- Maintained detailed records of project developments and timelines.
- Participated in community engagement events to promote gaming.
- Supported the production team in assembly and finishing processes.

ACHIEVEMENTS

- Awarded 'Best New Artist' at the International Gaming Expo, 2022.
- Contributed to a game that won 'Game of the Year' award.
- Increased miniature sales by 25% through innovative design strategies.