MA

MICHAEL ANDERSON

LEAD ENVIRONMENT ARTIST

CONTACT

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📍 San Francisco, CA

SKILLS

- environment modeling
- lighting design
- texturing
- collaboration
- project management
- training

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN 3D MODELING, SCHOOL OF VISUAL ARTS, 2013

ACHIEVEMENTS

- Recipient of the 'Outstanding Achievement in Visual Effects' award in 2019.
- Played a key role in a project that won a BAFTA for Best Visual Effects.
- Increased asset creation speed by 25% through innovative workflow improvements.

PROFILE

Accomplished modeling artist specializing in environmental design with a robust portfolio showcasing a diverse range of projects across film and video game industries. With over 8 years of professional experience, excels in creating immersive worlds that enhance narrative and player engagement. Proficient in utilizing cutting-edge software such as Unreal Engine and Substance Painter to produce visually stunning environments.

EXPERIENCE

LEAD ENVIRONMENT ARTIST

Epic Game Studios

2016 - Present

- Designed and executed expansive game environments for popular titles.
- Collaborated with level designers to create engaging gameplay experiences.
- Utilized Unreal Engine to optimize environments for performance and visual fidelity.
- Conducted regular reviews to ensure adherence to project specifications.
- Trained and supervised a team of junior environment artists.
- Developed workflows that improved efficiency in asset creation.

3D ENVIRONMENT MODELER

Visual Effects Company

2014 - 2016

- Created 3D models of natural and urban environments for feature films.
- Collaborated with directors to translate artistic vision into tangible assets.
- Employed advanced texturing techniques to enhance the realism of environments.
- Participated in post-production meetings to address and implement feedback.
- Maintained project documentation to track asset development.
- Contributed to a major project that received critical acclaim for visual artistry.