



Phone: (555) 234-5678

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EXPERTISE SKILLS

- character modeling
- rigging
- animation
- collaboration
- feedback integration
- asset management

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Fine Arts in Animation, Rhode Island School of Design, 2015

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

CHARACTER ARTIST

Innovative modeling artist with a focus on character development and animation, bringing over 6 years of industry experience to the forefront of digital artistry. Renowned for crafting compelling characters that resonate with audiences through detailed textures and dynamic rigging. Highly skilled in the use of industry-standard software including 3ds Max and Houdini, with a strong foundation in traditional art techniques that inform contemporary practices.

PROFESSIONAL EXPERIENCE

Animation Studio XYZ

Mar 2018 - Present

Character Artist

- Designed and modeled original characters for animated series.
- Collaborated with animators to create fluid character movements.
- Utilized 3ds Max for character rigging and skinning processes.
- Conducted research on character design trends to inform new projects.
- Incorporated client feedback to refine character designs.
- Maintained a repository of character assets for future use.

Game Dev Co.

Dec 2015 - Jan 2018

Junior Modeler

- Assisted in the creation of character models for video games.
- Participated in brainstorming sessions to develop character concepts.
- Worked under senior artists to learn advanced modeling techniques.
- Contributed to texture painting and detailing of character assets.
- Helped optimize models for in-game performance.
- Engaged in peer reviews to provide constructive feedback.

ACHIEVEMENTS

- Received 'Best Character Design' award at the Animation Festival 2021.
- Contributed to a game that achieved 'Game of the Year' recognition.
- Improved character detailing process, reducing time by 20%.