

MICHAEL ANDERSON

Senior 3D Modeling Artist

- San Francisco, CA
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Distinguished Modeling Artist with over a decade of experience in creating high-fidelity 3D models for the entertainment and gaming industries. Expertise in utilizing advanced modeling techniques and software to deliver visually stunning assets that enhance storytelling and user engagement. Demonstrated ability to collaborate effectively with cross-functional teams, ensuring alignment between artistic vision and technical requirements.

WORK EXPERIENCE

Senior 3D Modeling Artist | Creative Studios Inc.

Jan 2022 – Present

- Developed intricate 3D models for AAA game titles, enhancing player immersion.
- Collaborated with game designers to ensure models met gameplay requirements and artistic standards.
- Utilized software such as Maya and ZBrush to create character models and environments.
- Implemented efficient modeling pipelines, reducing production time by 20%.
- Conducted regular reviews and provided constructive feedback to junior artists.
- Participated in brainstorming sessions to innovate new design concepts and features.

3D Modeler | Digital Arts Co.

Jul 2019 – Dec 2021

- Created detailed 3D assets for animated films, contributing to award-winning projects.
- Worked closely with animators to ensure models were rigged for optimal movement.
- Employed Blender and Substance Painter to enhance texture detail and realism.
- Managed multiple projects simultaneously while adhering to strict deadlines.
- Facilitated workshops to share knowledge of best practices in 3D modeling.
- Contributed to the development of a proprietary modeling tool that improved productivity.

SKILLS

3D Modeling ZBrush Maya Blender Substance Painter Team Collaboration

EDUCATION

Bachelor of Fine Arts in Animation

2014

University of the Arts

ACHIEVEMENTS

- Received the 'Best Artist' award at the International Game Developers Association in 2022.
- Contributed to a project that won the 'Best Visual Effects' award at the Animation Festival in 2019.
- Optimized the modeling pipeline, resulting in a 30% increase in team productivity.

LANGUAGES

English Spanish French