



MICHAEL ANDERSON

Senior Prop Modeler

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SUMMARY

Accomplished Prop Modeler with a wealth of experience in high-profile film and game production environments. Demonstrated expertise in conceptualizing and crafting intricate prop designs that enhance storytelling and engage audiences. Proven track record of collaboration with multidisciplinary teams to bring innovative ideas to fruition, ensuring alignment with artistic vision and production timelines.

WORK EXPERIENCE

Senior Prop Modeler Creative Visuals Studios

Jan 2023 - Present

- Designed and developed a wide array of props for various feature films, enhancing visual narratives.
- Collaborated closely with directors and production designers to align prop aesthetics with the overall vision.
- Utilized industry-standard software such as Maya and Blender to create high-fidelity 3D models.
- Managed the prototyping process, ensuring all props met rigorous quality and safety standards.
- Conducted material research to select appropriate textures and finishes for realistic prop representation.
- Trained junior modelers on best practices and software usage, fostering a collaborative team environment.

Prop Modeler Visionary Effects

Jan 2020 - Dec 2022

- Created detailed props for immersive environments in video games, contributing to enhanced player experiences.
 - Participated in brainstorming sessions to generate innovative ideas for prop functionality and design.
 - Worked with texture artists to ensure seamless integration of props into game environments.
 - Assisted in the development of prop creation workflows to streamline production processes.
 - Reviewed and critiqued peer models, providing constructive feedback for continuous improvement.
 - Maintained an organized library of assets for efficient project management and retrieval.
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EDUCATION

Bachelor of Fine Arts in Industrial Design, Rhode Island School of Design

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** 3D modeling, prop design, texture mapping, collaboration, project management, prototyping
- **Awards/Activities:** Received the 'Excellence in Design' award at the Global Film Festival for innovative prop design.
- **Awards/Activities:** Successfully reduced prop production time by 20% through process optimization.
- **Awards/Activities:** Recognized as 'Employee of the Month' for exceptional contributions to a major video game release.
- **Languages:** English, Spanish, French