



Phone: (555) 234-5678

Email: michael.anderson@email.com

Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- digital modeling
- 3D printing
- asset management
- collaboration
- creative problem-solving
- attention to detail

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Arts in Game Design,
Full Sail University

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

JUNIOR PROP MODELER

Versatile Prop Modeler with a strong foundation in both traditional and digital modeling techniques. Recognized for exceptional ability to conceptualize and execute prop designs that resonate with audiences across various media platforms. Extensive experience in collaborating with cross-functional teams to deliver high-quality assets in fast-paced environments. Skilled in the application of 3D printing technologies to create intricate and durable props, ensuring both aesthetic appeal and functionality.

PROFESSIONAL EXPERIENCE

Epic Games

Mar 2018 - Present

Junior Prop Modeler

- Assisted in the creation of props for high-profile game titles, focusing on realism and functionality.
- Utilized 3D modeling software to develop assets that aligned with game mechanics and narratives.
- Collaborated with the art team to ensure visual consistency across all game environments.
- Participated in feedback sessions to refine and improve prop designs based on playtesting results.
- Maintained a clean and organized asset library to facilitate efficient workflow.
- Contributed to the development of new modeling techniques that enhanced team productivity.

Cinematic Creations

Dec 2015 - Jan 2018

Prop Designer Intern

- Supported the prop design team in creating assets for several short films.
- Learned to apply traditional crafting methods alongside digital tools for prop creation.
- Assisted in the preparation of props for filming, ensuring all items were ready and functional.
- Engaged in brainstorming sessions to contribute ideas for prop concepts and designs.
- Conducted research on historical props for accuracy in period films.
- Gained hands-on experience in 3D printing and finishing techniques.

ACHIEVEMENTS

- Contributed to a game title that received 'Game of the Year' accolades at the Video Game Awards.
- Reduced asset production time by 10% through innovative modeling techniques.
- Recognized as 'Rising Star' in the studio for outstanding contributions during internship.