



MICHAEL ANDERSON

Senior Rendering Artist

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SUMMARY

Distinguished Rendering Artist with over 10 years of extensive experience in creating photorealistic visualizations for the film and gaming industries. Expertise encompasses advanced rendering techniques, shader development, and optimization strategies that enhance visual fidelity while maintaining performance efficiency. Adept at collaborating with multidisciplinary teams to deliver compelling visual narratives, ensuring alignment with artistic vision and technical specifications.

WORK EXPERIENCE

Senior Rendering Artist Epic Games

Jan 2023 - Present

- Developed advanced rendering techniques to enhance visual quality in major game titles.
- Collaborated with the art team to ensure artistic direction aligns with technical capabilities.
- Optimized shader performance, reducing render times by 30% without compromising quality.
- Implemented new workflows for texture mapping that improved asset creation efficiency.
- Conducted training sessions for junior artists on best practices in rendering.
- Participated in cross-departmental meetings to align project goals and deliverables.

Rendering Artist Blizzard Entertainment

Jan 2020 - Dec 2022

- Created high-fidelity character models and environments for multiple projects.
 - Utilized Maya and Substance Painter to produce detailed textures and materials.
 - Collaborated closely with the animation team to ensure seamless integration of assets.
 - Participated in art reviews, providing constructive feedback to peers.
 - Developed a library of reusable assets that streamlined the production process.
 - Assisted in the optimization of rendering processes to enhance overall project timelines.
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EDUCATION

Bachelor of Fine Arts in Computer Animation, Rhode Island School of Design

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** Maya, Blender, V-Ray, Substance Painter, ZBrush, Unreal Engine
- **Awards/Activities:** Awarded 'Best Visual Effects' at the Game Developers Choice Awards for outstanding contributions.
- **Awards/Activities:** Successfully led a project that increased rendering efficiency by 40%.
- **Awards/Activities:** Recognized by peers for excellence in mentorship and training initiatives.
- **Languages:** English, Spanish, French