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SKILLS

- Unreal Engine
- Substance Designer
- Maya
- ZBrush
- Adobe Photoshop
- 3ds Max

EDUCATION

BACHELOR OF FINE ARTS IN GAME DESIGN, UNIVERSITY OF SOUTHERN CALIFORNIA

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a game that received the BAFTA Award for Best Game.
- Recognized for outstanding creativity and innovation in game design.
- Developed a new pipeline that improved rendering efficiency by 25%.

Michael Anderson

SENIOR ENVIRONMENT ARTIST

Visionary Rendering Artist with over 9 years of experience in the gaming industry, specializing in environment and asset creation. Expertise in crafting immersive worlds that enhance player engagement and narrative depth. Proficient in utilizing cutting-edge rendering technologies and game engines to produce visually captivating environments that push the boundaries of creativity.

EXPERIENCE

SENIOR ENVIRONMENT ARTIST

Naughty Dog

2016 - Present

- Designed and rendered immersive game environments for critically acclaimed titles.
- Collaborated with level designers to ensure cohesive gameplay experiences.
- Utilized Unreal Engine and Substance Designer to create detailed textures and materials.
- Participated in design reviews, providing creative insights and solutions.
- Managed multiple projects, ensuring on-time delivery of high-quality assets.
- Mentored junior artists, promoting skill development and creativity.

RENDERING ARTIST

Bungie

2014 - 2016

- Produced high-quality textures and models for various game assets.
- Collaborated with artists and designers to ensure visual consistency across projects.
- Utilized Maya and ZBrush to create detailed character and environment models.
- Engaged in playtesting sessions to gather feedback on visual elements.
- Maintained an organized asset library to streamline production processes.
- Contributed to the optimization of rendering techniques, enhancing performance.