MICHAEL ANDERSON

Shading Artist

CONTACT

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San Francisco, CA

EDUCATION

Bachelor of Fine Arts in Visual Arts

Artistic University
2016-2020

SKILLS

- Maya
- Unreal Engine
- Shader Development
- Creative Collaboration
- Stylization Techniques
- Animation

LANGUAGES

- English
- Spanish
- French

Dynamic Shading Artist with a focus on creating stylized shaders for animated features and video games. Extensive experience in developing unique visual styles that enhance storytelling through color and texture. Proven track record of working in fast-paced environments, delivering high-quality assets under tight deadlines. Strong collaborative skills, working effectively with teams to align artistic direction with technical execution.

💼 WORK EXPERIENCE

Shading Artist   2020-2023

Stylized Animation Studios

- Created stylized shaders that enhanced character and environmental aesthetics.
- Collaborated with art directors to define visual approaches.
- Utilized software tools to develop and implement shaders efficiently.
- Conducted shader optimization for various platforms.
- Maintained a comprehensive library of stylized shaders.
- Participated in creative reviews to refine artistic outputs.

Shader Artist Intern   2019-2020

Creative Style Co.

- Assisted in developing shaders for animated projects.
- Conducted research on new shading techniques and tools.
- Collaborated with the art team to align visual goals.
- Maintained documentation for shader processes and workflows.
- Supported the development of training materials for new hires.
- Participated in team brainstorming sessions for new projects.

⭐ ACHIEVEMENTS

- Contributed to a video game recognized for its unique art style.
- Improved shader performance by 30% through innovative approaches.
- Received commendation for creative contributions to team projects.