



MICHAEL ANDERSON

Senior Texture Artist

San Francisco, CA • (555) 234-5678 • michael.anderson@email.com • www.michaelanderson.com

SUMMARY

Distinguished Texture Artist with over a decade of experience in the gaming and film industries, specializing in the creation of high-quality, photorealistic textures. Demonstrated expertise in utilizing advanced texturing techniques and software to enhance visual storytelling and immersive environments. Proven ability to collaborate with multidisciplinary teams to deliver projects on time and within budget, while maintaining the highest standards of quality.

WORK EXPERIENCE

Senior Texture Artist Epic Games

Jan 2023 - Present

- Developed high-resolution textures for AAA game titles, utilizing Substance Painter and Photoshop.
- Collaborated closely with environment artists to ensure seamless integration of textures into 3D models.
- Implemented efficient texture mapping techniques that optimized performance without sacrificing quality.
- Conducted texture reviews and provided constructive feedback to junior artists, enhancing team output.
- Participated in pipeline development to streamline texture creation processes across multiple projects.
- Maintained a comprehensive texture library, ensuring assets were easily accessible and well-documented.

Texture Artist Blizzard Entertainment

Jan 2020 - Dec 2022

- Created stylized textures for characters and environments in a highly collaborative team setting.
 - Utilized ZBrush and Mari for texture detailing, enhancing the uniqueness of game assets.
 - Conducted regular tests to ensure textures performed well across various platforms.
 - Worked with lighting artists to achieve optimal visual results, ensuring textures reacted appropriately to light.
 - Assisted in the development of texture atlases to improve efficiency in asset management.
 - Participated in brainstorming sessions, contributing innovative ideas for texture strategies.
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EDUCATION

Bachelor of Fine Arts in Digital Art, University of California, Los Angeles

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** Substance Painter, Photoshop, ZBrush, Mari, 3D Modeling, Asset Management
- **Awards/Activities:** Received the 'Best Texture Art' award at the International Game Developers Awards 2021.
- **Awards/Activities:** Successfully led a team project that resulted in a 30% reduction in texture load times.
- **Awards/Activities:** Contributed to a game that achieved over 1 million sales within the first month of release.
- **Languages:** English, Spanish, French