



Phone: (555) 234-5678

Email: michael.anderson@email.com

Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- Substance Designer
- Photoshop
- 3D Modeling
- Game Aesthetics
- Team Collaboration
- Problem Solving

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

TEXTURE ARTIST

Innovative Texture Artist with extensive experience in the video game industry, specializing in the creation of stylized textures for immersive gameplay experiences. Recognized for a unique ability to blend artistic vision with technical expertise, resulting in visually stunning game environments. Proficient in a variety of texturing software and techniques, enabling the delivery of high-quality assets that enhance user engagement.

PROFESSIONAL EXPERIENCE

Naughty Dog

Mar 2018 - Present

Texture Artist

- Designed and implemented stylized textures for characters and environments, enhancing gameplay aesthetics.
- Collaborated with art directors to establish visual guidelines for texture quality and consistency.
- Utilized Substance Designer for procedural texture creation, optimizing asset production.
- Conducted regular reviews of texture assets, providing feedback and suggestions for improvement.
- Participated in cross-departmental meetings to align texture strategies with overall game design.
- Maintained an organized texture database to facilitate asset management and retrieval.

Ubisoft

Dec 2015 - Jan 2018

Junior Texture Artist

- Assisted in the creation of textures for a variety of game assets, focusing on quality and efficiency.
- Worked closely with senior artists to learn advanced texturing techniques and best practices.
- Utilized Photoshop and 3D modeling software to develop textures that met project specifications.
- Contributed to texture atlases to streamline asset usage in-game.
- Participated in team critiques, offering insights and receiving feedback to improve skills.
- Maintained meticulous records of texture assets for future reference.

ACHIEVEMENTS

- Recognized as 'Employee of the Month' for outstanding contributions to project deadlines.
- Contributed to a game that won the 'Best Art Direction' award at the Game Awards 2022.
- Implemented a new texture workflow that decreased production time by 20%.