



## CONTACT

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## SKILLS

- 3ds Max
- V-Ray
- Photoshop
- Architectural Visualization
- Material Science
- Client Collaboration

## LANGUAGES

- English
- Spanish
- French

## EDUCATION

**BACHELOR OF ARTS IN  
ARCHITECTURE, RHODE ISLAND  
SCHOOL OF DESIGN**

## ACHIEVEMENTS

- Successfully delivered textures for a high-profile project that received industry acclaim.
- Contributed to a project that won 'Best Architecture Visualization' at the Visualisation Awards 2023.
- Reduced texture creation time by 25% through streamlined workflows.

# Michael ANDERSON

## TEXTURE ARTIST

Experienced Texture Artist with a strong foundation in architectural visualization and product design. Expertise in creating realistic textures that enhance visual appeal and convey material properties effectively. Proficient in various texturing tools and software, with a keen understanding of color theory and material science. Excellent communication and collaboration skills, adept at working with architects and designers to achieve project objectives.

## WORK EXPERIENCE

### TEXTURE ARTIST

Gensler

2020 - 2025

- Developed high-quality textures for architectural visualizations, enhancing the realism of materials.
- Collaborated with design teams to create textures that aligned with project aesthetics and specifications.
- Utilized 3ds Max and V-Ray to produce photorealistic renderings with accurate material representation.
- Conducted texture quality assessments to ensure adherence to client requirements.
- Maintained an organized library of textures for efficient asset management across projects.
- Participated in client presentations, showcasing texture work and receiving constructive feedback.

### JUNIOR TEXTURE ARTIST

Foster + Partners

2015 - 2020

- Assisted in the creation of textures for architectural projects, focusing on realism and material accuracy.
- Worked with senior artists to develop a range of textures for diverse project types.
- Utilized Photoshop and 3D modeling software to produce textures that met project standards.
- Participated in team reviews, providing input on texture design and execution.
- Maintained detailed records of texture assets for easy retrieval and reuse.
- Contributed to the development of a texture library that improved workflow efficiency.