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SKILLS

- Unity
- Photoshop
- Mobile Game Development
- Performance Optimization
- Team Collaboration
- Creative Problem Solving

EDUCATION

BACHELOR OF SCIENCE IN GAME DEVELOPMENT, DIGIPEN INSTITUTE OF TECHNOLOGY

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a mobile game that achieved over 10 million downloads within the first month of launch.
- Recognized for outstanding contributions to the team during the annual company awards.
- Implemented a texture workflow that improved asset loading times by 15%.

Michael Anderson

TEXTURE ARTIST

Dynamic Texture Artist with a focus on mobile game development, possessing a rich portfolio of work that showcases an ability to create engaging textures that enhance user experience. Proficient in a variety of texturing techniques tailored for mobile platforms, ensuring performance optimization without compromising visual quality. Strong skills in collaborating with cross-disciplinary teams to deliver projects that are both innovative and commercially successful.

EXPERIENCE

TEXTURE ARTIST

Rovio Entertainment

2016 - Present

- Designed and developed textures for mobile games, focusing on optimizing performance and visual appeal.
- Collaborated with game designers to ensure textures complemented gameplay mechanics and aesthetics.
- Utilized tools such as Unity and Photoshop to create engaging textures that enhanced user experience.
- Conducted playtests to gather feedback for texture improvements and iterations.
- Maintained organized texture files and documentation for efficient project management.
- Participated in creative brainstorming sessions to develop innovative texture concepts.

JUNIOR TEXTURE ARTIST

Gameloft

2014 - 2016

- Assisted in creating textures for mobile game assets, focusing on style consistency and quality.
- Worked closely with senior artists to learn best practices in texture creation and optimization.
- Utilized Photoshop and Unity to develop textures that met project specifications.
- Participated in team feedback sessions, providing insights and receiving guidance for improvement.
- Maintained a well-organized library of textures for easy access and reuse.
- Contributed to team efforts that resulted in successful game launches and positive player feedback.