

MICHAEL ANDERSON

Senior Texture Artist

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

Accomplished Texture Artist with a profound expertise in creating intricate surface textures for interactive media and visual effects. Demonstrated proficiency in industry-standard software including Substance Painter and Mari, coupled with a robust understanding of material properties and lighting dynamics. Proven track record in collaborating with multidisciplinary teams to conceptualize and execute visually compelling assets that enhance storytelling in gaming and film.

WORK EXPERIENCE

Senior Texture Artist | Epic Games

Jan 2022 – Present

- Developed high-resolution textures for AAA game titles, ensuring fidelity and realism.
- Collaborated with art directors and modelers to create cohesive visual styles across multiple projects.
- Utilized Substance Designer to generate procedural textures, enhancing asset diversity and efficiency.
- Conducted texture reviews and provided constructive feedback to junior artists, fostering skill development.
- Optimized texture maps for performance, ensuring seamless integration within game engines.
- Participated in cross-functional meetings to align texture development with overall project goals.

Texture Artist | Blizzard Entertainment

Jul 2019 – Dec 2021

- Created and implemented high-quality textures for various in-game assets across multiple platforms.
- Worked closely with the concept art team to translate artistic visions into texture applications.
- Employed ZBrush for detailing and enhancing texture quality in character models.
- Streamlined texture workflows, reducing production time while increasing output quality.
- Maintained texture libraries and organized assets for easy access by the art team.
- Participated in playtesting sessions to evaluate texture performance and make necessary adjustments.

SKILLS

Texture Creation

Substance Painter

Mari

ZBrush

Project Management

Team Collaboration

EDUCATION

Bachelor of Fine Arts in Digital Art

Los Angeles

University of California

ACHIEVEMENTS

- Received the "Outstanding Artist Award" for exceptional contributions to project development at Epic Games.
- Spearheaded a texture optimization initiative that improved rendering efficiency by 30%.
- Contributed to a game that won the "Best Visual Art" award at the Game Developers Choice Awards.

LANGUAGES

English

Spanish

French