

# Kevin Anderson

3D Game Artist - Environment & Props

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## Career Summary

Experienced 3D artist with 12+ years of game development experience including pre-production, production, and live service games. Published both steam and mobile titles. Contributed to popular mobile titles that have millions of players, and high star reviews at both WildWorks (Animal Jam) and Scopely (Monopoly Go!). Knowledgeable of environment and prop art creation, optimization, and integrating into the game engine. Creates high quality art assets technically and aesthetically. Known for being a go-to teammate for reliability and quality work.

## Skills

Maya	Substance Painter	Unity 6	Marmoset Toolbag
3D Modeling	Photoshop	Unreal Engine 4/5	3D Coat
UVs	Texturing	Proprietary Tools	OS Review
SpeedTree Games	Substance Designer	Substance Sampler	Foliage/Props
Perforce	Github	Integration	Documentation
Blender	SourceTree	Roblox Studio	Mentoring

## Professional Experience

**Anime Universe, Limitless Play Studios**

**March 2026 – Current**

**Undisclosed Project** (In Development for PC, iOS, and Android)

**3D Environment Artist and Modeler**

- Modeled and textured environment assets based on concept art or mood boards
- Collaborated with the team to decide on art direction, visual aesthetic, modeling parameters and guidelines for optimization and performance
- Participated in game design decisions, brainstorming, and world building strategies
- Created custom textures and materials in Substance Sampler

**High Voltage Studios**

**October 2023 – August 2025**

**Emergency Response : Liberty County** (Roblox, Published on PC, iOS, and Android)

**3D Environment Artist and Modeler**

- Modeled and textured environment assets based on photo reference or existing models
- Researched and developed methods to create optimized foliage and buildings
- Learned the Roblox game engine from the ground up all on my own
- Documented environment art processes and techniques to speed up the onboarding process for future environment artists
- Optimized and fixed existing assets to improve performance and cut down on costs
- Modeled LOD model version of environment assets to further optimize the game

**Scopely, Hi Jump Studios**

**Aug 2021 – Nov 2022**

**Monopoly Go!** (Unity 5, Published on iOS, and Android)

**3D Artist**

- Modeled and textured environment assets based on concept art.
- Cleaned up and integrated OS assets, reviewed OS models and concepts.
- Completed entire features, modeled characters, their clothing, and props.
- Prepared the project for soft launch in the Philippines, by increasing the amount of levels in the base game from 20 to our goal of 100+ levels.
- After working for just over a year, received a salary raise based on performance.

**WildWorks**

**Jul 2019 – Jun 2021**

**Animal Jam, Feral** (Unity 5, Published on iOS, and Android)

**3D Artist**

- Modeled, textured, and implemented hundreds of clothing and furniture assets based on concept art. Including premium items sold for microtransactions.
- Provided feedback on in house tools that saved the company hundreds of dollars.
- Documented processes to streamline the 3D pipeline.
- Mentored interns, creating tasks for them and managing their work.
- Wrote documentation on Substance Painter software as well as troubleshooted the master material to solve problems before they arose.

**Brave Little Studios**

**Feb 2017 – Jul 2019**

**Hide vs. Seek** (Unreal Engine 4, PC, Published on Steam)

**3D Artist**

- Pitched the game idea to studio heads through a pitch document and paper prototype, and received unanimous approval for full production.
- Coordinated art team to create cohesive visual style and aesthetic, by developing art style guides and pipeline documents.
- Mentored a new artist to the team to learn the style and pipeline.

**RMM Studios**

**Aug 2014 – Jul 2016**

**Melter Man** (Unity, PC, Published on Steam)

**Junior Artist**

- Modeled the main character and weapon, built multiple levels, tested levels goal values to establish challenging but achievable goals.

**Education**

**University of Utah**

Master of Entertainment Arts and Engineering, Game Arts Track

Bachelor of Arts, Film and Media Arts, Entertainment Arts and Engineering