

Kevin Anderson

3D Game Artist

Phone: 435.979.4630 Email: kevin.anderson.eae@gmail.com

Portfolio: <http://www.kevinandersonportfolio.com/>

Skills

Maya	SubstancePainter	Unity 5
UVs/Texturing	Photoshop	Unreal 4
3D Modeling	3D Coat	Proprietary Tools
Documentation	Mentoring	VFX Particle system

Work Experience

WildWorks

July 2019 – June 2021

[Animal Jam](#), [Feral](#) (Unity 5, Published on iOS and Android)

3D Modeler. Modeled and Textured clothing and furniture assets based on concept art. Fitted clothes and accessories to player avatars. Documented processes and mentored interns. Worked with Proprietary tools. VFX work.

Brave Little Studios

February 2017 – July 2019

[Hide vs. Seek](#) (Unreal 4, PC, Published on Steam)

Lead Artist. Pitched game idea. Developed art style guide. Model, UV, and Textured props. Contributed to design and mechanics. Worked on game UI and HUD. Coordinated art team to create cohesive visual style and aesthetic.

RMM Studios

August 2014 – July 2016

[Melter Man](#) (Unity, PC, Published on Steam)

Jr Artist. Character and prop artist, modeled main character and weapon. 2D Animator, created sprite sheet animations. Level Designer built multiple levels for the game. Tested games to find bugs and establish solid values for level goals. Game was a Finalist in the E3 College Game Competition 2015.

Education

University of Utah

Masters of Entertainment Arts and Engineering, Game Arts Emphasis.

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