

# Kevin Anderson

## 3D Game Artist

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### Career Summary

Experienced 3D artist, published both steam and mobile titles, with refined 3D content creation skills for PC and mobile. 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. Passionate about creating high quality art assets technically and aesthetically. Known for being a go-to teammate for reliability and quality work.

### Skills

Maya	Substance Painter	Unity 5	Marmoset Toolbag
3D Modeling	Photoshop	Unreal 4	3D Coat
UVs	Texturing	Proprietary Tools	OS Review
Perforce	Github	Integration	Documentation
Jira	SourceTree	Slack	Mentoring

### Professional Experience

#### Volunteer 3D Artist Mentor

May 2023 – Current

Northwestern College of Art and Design (College Mentorship program)

- Mentoring a senior at the Northwestern College of Art and Design.
- Hold meetings 1-2 times a week, provide critique and directions for 3D projects.
- Teach and demo the 3D production pipeline, creation techniques, processes of creating game ready 3D Artwork for portfolio display.

#### 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 100+ levels.
- After working for just over a year, received a base pay raise based on performance.

## Professional Experience continued

### 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 4, PC, Published on Steam)

#### 3D Artist

- Pitched the game idea to studio heads through a pitch document and paper prototype, received unanimous approval for full production.
- Modeled, UV, and textured dozens of props.
- Contributed to design and mechanics. Worked on game UI and HUD.
- 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

- Character and prop artist, modeled the main character and his weapon.
- Contributed to the game design and mechanics.
- Created sprite sheet animations for enemies and main weapon.
- Level Designer, built multiple levels and tested values to establish solid goals.

## Education

### Stylized Station Courses

July 2023 - Current

3D Artist's Coloring Book, Environment Artist's Survival Kit, The Lazy Hand Painter's Guide

### University of Utah

Master of Entertainment Arts and Engineering, Game Arts Track

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