

# PETER ANDERSON

## 2D/3D ARTIST

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### INDUSTRY EXPERIENCE

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#### WARNER BROS. ENTERTAINMENT

2010-PRESENT

SENIOR ARTIST

- MODEL AND TEXTURE IN-GAME ASSETS BASED ON PROVIDED CONCEPTS.
- CREATE CHARACTER CONCEPTS AS NEEDED. PRIMARY FOCUS IS CHARACTER WORK.

#### TURBINE INC.

2006-2010

ARTIST

- MODEL AND TEXTURE IN-GAME ASSETS BASED ON PROVIDED CONCEPTS.
- CREATE CHARACTER CONCEPTS AS NEEDED. PRIMARY FOCUS IS CHARACTER WORK.

#### DWAIN FLETCHER COMPANY

2001-2004

ILLUSTRATOR

- CREATED CHARICATURES, ILLUSTRATIONS AND 3D WORKS FOR ALL BRANCHES OF US MILITARY.

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### TEACHING EXPERIENCE

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#### BOSTON UNIVERSITY CENTER FOR DIGITAL IMAGING ARTS

2004-PRESENT

ASSOCIATE DIRECTOR/ADJUNCT PROFESSOR

- CO-AUTHORED AND DIRECTED THE DIGITAL ANIMATION CERTIFICATE PROGRAM.
- PROVIDE INSTRUCTION OF ALL MODULES IN PROGRAM.

[HTTP://WWW.CDIABU.COM/3D-ANIMATION/ANIMATION-CERTIFICATE/](http://WWW.CDIABU.COM/3D-ANIMATION/ANIMATION-CERTIFICATE/)

#### MOUNT IDA COLLEGE

2008-2010

ADJUNCT PROFESSOR

- PROVIDE INSTRUCTION RELATED TO CG FILM AND VIDEO GAME INDUSTRY.

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### ILLUSTRATION AND DIGITAL FREELANCE CLIENTS

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### GAMES (CREDITED AND UNCREDITED)

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### SPECIALIZED SKILLS

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TRADITIONAL ILLUSTRATION IN ALL MEDIA: ANALOG AND DIGITAL

SOFTWARE: 3D COAT, ADOBE AFTER EFFECTS, PHOTOSHOP, AUTODESK MAYA, BUNKSPEED  
HYPERSHOT, COREL PAINTER, CRAZYBUMP, HEADUS UV LAYOUT, PIXOLOGIC ZBRUSH, SYNTH EYES,  
TOPOGUN, XNORMAL

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### EDUCATION

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#### RINGLING COLLEGE OF ART AND DESIGN

1996-2000

BFA (ILLUSTRATION)