

Name: Aran Anderson  
Location: Manchester, United Kingdom.  
Website: www.arananderson.com  
Email: contact@arananderson.com  
Telephone: +44 7432 494839

## ABOUT

I have prior experience within a variety of areas in the games industry, I am dedicated to my work and thrive to keep on target with projects even when it's crunch-time.



## EXPERIENCE



Cloud Imperium Games (March 2017 - Present)

VFX Artist

Titles: "Star Citizen", "Squadron 42".



TT Fusion (October 2016 - February 2017)

VFX Artist

- Designing, creating, animating, placement of VFX for in-game and cutscenes.
- Creation of mesh, animated textures and particles using; Photoshop, After Effects, FumeFX, Maya and in-house editors.

Titles: "LEGO® Dimensions: Sonic Level Pack", "LEGO® Dimensions: The LEGO Batman Movie Story Pack".

TT Fusion (January 2015 - May 2016)

LEGO® Level Construction Artist / Designer

- Designing, creating, rigging, animating and optimisation / LODing of LEGO® assets across multiple platforms.
- Setup, placement and triggering of LEGO® assets and level / puzzle flow via in-house editors.
- Creation of various tools and .mel scripts to improve team workflow in Maya.

Titles: "LEGO® Jurassic World", "LEGO® Marvel's Avengers", "LEGO® Star Wars - The Force Awakens".



Microsoft (August 2013 - March 2014)

Lead Functionality Xbox One Certification Games Tester

- Leading a team testing AAA games titles to be released during the launch of the Xbox One.
- I had to; find, reproduce, and report functionality bugs/errors that did not meet the standards of Microsoft's certification.

Freelance Contract (March 2012 - December 2014)

Prop / Environment Artist

Worldweaver Ltd (May 2009 - September 2009)

Junior Environment Artist



## EDUCATION

Derby University (September 2010 - May 2013)

BA Hons: Computer Games Modelling & Animation

Uxbridge College (September 2008 - June 2010)

BTEC National Diploma: IT Software & Games Development



## ACHEIVEMENTS

Develop 30 Under 30 - Honourable Mention



## SKILLS

Modelling (High, Low, Collision, LOD, Modularity)  
UV Mapping  
Texturing  
Optimisation  
PBR Materials / Shaders  
VFX  
JIRA Bug Issue Tracking  
SVN / Perforce Version Control  
HTML CSS PHP



## SOFTWARE

Unreal Engine 4  
Cry Engine  
Autodesk Maya  
Autodesk 3DS Max  
ZBrush  
Adobe Photoshop  
Adobe After Effects  
Quixel Suite: NDo, DDo  
xNormal  
FumeFX



## HOBBIES

Video Games  
Film / Television  
Documentaries  
Drawing  
Cooking  
Museums  
Photography  
Travelling



## RECOMMENDATIONS

"Aran continues to perform very well in the role of Junior Construction Designer at TT Fusion and I consider myself fortunate to have him as part of my team. He has proven to be a capable "all rounder" with regard to his skillset and was able to learn how to use our in-house tools quickly. As well as working swiftly, Aran does not require much supervision even when tackling more taxing development tasks. He is proactive, forthcoming with ideas on how to approach problems and understands what makes a videogame fun. He established himself as an essential member of my team within a few months of joining it and I look forward to any opportunities I have to work alongside him in the future."

John Birley, Lead Construction Designer at TT Fusion.

"Aran is an incredibly hard working and talented individual who is proactive in his approach and takes great pride in his work, which is always of a high standard. Aran is also incredibly easy going and easy to get along with and doesn't let tight deadlines fluster or affect his work."

Leigh Bailey, Level Director at TT Fusion.

"Aran was a very diligent student who works very well in a team as well as on his own. Aran was always keen to help other students who struggled within the classroom and show them how to overcome particular problems they might have had. His work particularly in UDK shows an advanced understanding of real time UDK work. I have no hesitation of recommending Aran."

Phil Morris, Senior Lecturer at University of Derby.