

**Anders D. Howard**  
San Francisco CA.  
415-287-4106  
[andershoward@gmail.com](mailto:andershoward@gmail.com)  
<http://www.stinkyanders.com>

**Objective:** To grow my career as a 3D Artist and Game Designer.

## SKILLS

- Specialized in next-gen 3D character modeling, sculpting and texturing techniques with Maya, Zbrush, Mudbox, xNormal.
- Skilled in creation of hard surface or organic environment models.
- Fluent in photo-real and stylized texture painting techniques with Photoshop, Crazybump, ZBrush.
- Traditionally skilled artist with a strong understanding of design and composition foundations, lighting, anatomy, and kinesiology.
- Well versed in many aspects of game development including project management, scripting, art, and game design.
- Works well in teams, follows directions, quick to learn new tools and pipeline, unafraid to find my own creative solutions.
- Passionate about games and art.

## EDUCATION

The Art Institute of California-San Francisco, San Francisco, CA  
BS, Game Art and Design, Graduated September 2009.  
GPA: 3.3

## PROFESSIONAL EXPERIENCE

- 11/09 - Current** Zynga - San Francisco, CA (<http://www.zynga.com>)  
Junior Game Designer  
Work with Product Managers and Design Group to research, conceive, mockup, and spec feature systems to achieve highly targeted goals. Worked on 1 shipped product.
- 04/09 - 11/09** SudoScape, LLC – Santa Barbara, CA  
3D Character Art Intern  
Assist in setting up Maya to Ogre pipeline, create stylized character concept art, model and texture characters and armor sets for unannounced MMO game.
- 08/09 - 11/09** TheBroth, Inc - San Francisco, CA (<http://www.thebroth.com>)  
Junior Game Designer  
Create vector art assets. High level feature design, systems design for Barn Buddy - a social farming game for the Facebook platform. Worked on 1 shipped product.
- 08/05-02/06** Electronic Arts, Redwood City, CA ( <http://www.ea.com> ),  
LIT/ Language Integration Testing  
Tested video games in various production stages for bugs. Researched, databased, and regressed bugs. Executed testing plans on a weekly basis for five shipped products.
- 01/07- 07/09** Doppelganger Inc., San Francisco, CA (<http://www.vside.com>)  
Virtual World Moderator

Moderate virtual world, “vside.” Gather information regarding usage of the environment, track abuse reports through Jira database, and assist Community team with special events.

## **RELATED EXPERIENCE / AWARDS**

**09/08-06/09**

Down For Maintenance Games – San Francisco, CA.

<http://www.fullmoonmanor.com>

Project Manager / Game Designer / Artist

My duties included planning and scheduling milestones, assigning tickets to team members, contributing to and editing the game design document, and character + environment art for *Full Moon Manor*, a 2D puzzle platformer game for the Web. (Independent Project)

- Awarded "Best in Class" by a faculty jury in Life Drawing class, Spring 2007.
- Character Maquette "Dobbs McKraken - Space Pirate" on display at the Art Institute of CA-SF SPR07 - Current.
- Game Developer's Conference: Conference Associate. 2006-2009. My duties included facilitating speaker sessions, manning expo booths, and general attendee customer service.
- Co-designed the “Chemical Existence” total conversion modification for Half-Life that received an invitation to the Valve Mod Expo 1999.
- [Avid Board game collector.](#)

**References available upon request.**