

# MICHAEL ANDERSON

2D Animator

- San Francisco, CA
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Resourceful and creative 2D Animator with a strong background in visual storytelling and character development. Over five years of experience in producing animations for diverse media, including games, films, and social media. Demonstrated ability to adapt to various animation styles and techniques, ensuring that each project meets specific audience needs and expectations.

## WORK EXPERIENCE

### 2D Animator | Epic Animation Works

Jan 2022 – Present

- Developed animations for video games, enhancing player experience.
- Collaborated with game designers to ensure seamless integration of animations.
- Utilized Unity and Adobe Animate for animation production.
- Participated in playtesting sessions to gather user feedback.
- Maintained documentation for animation assets and workflows.
- Assisted in the design of characters and environments for game levels.

### Junior Animator | Visionary Animations

Jul 2019 – Dec 2021

- Supported the animation team in creating animated content for social media.
- Learned and applied various animation techniques under the supervision of senior animators.
- Contributed to brainstorming sessions for new animation ideas.
- Utilized Photoshop and After Effects for asset creation and animation.
- Reviewed and revised animations based on team feedback.
- Maintained organized files to streamline project workflows.

## SKILLS

Unity Adobe Animate After Effects Character Development Team Collaboration Project Management

## EDUCATION

### Bachelor of Fine Arts in Animation

2018

Savannah College of Art and Design

## ACHIEVEMENTS

- Contributed to a project that received a Game Award nomination in 2021.
- Improved animation production efficiency by 20% through workflow enhancements.
- Recognized for outstanding contributions to team projects by receiving a Team Excellence Award.

## LANGUAGES

English Spanish French