



Michael

ANDERSON

CHARACTER ANIMATOR

Creative 3D Animator with a strong foundation in character design and storytelling, recognized for the ability to breathe life into characters through innovative animation techniques. A solid understanding of both the artistic and technical aspects of animation, including rigging and texturing, facilitates the creation of compelling narratives that engage viewers. Proficient in software such as Blender and ZBrush, ensuring versatility in animation style and technique.

WORK EXPERIENCE

CHARACTER ANIMATOR

Animation Magic

2020 - 2025

- Developed character animations for animated series and feature films.
- Worked closely with directors to ensure alignment of artistic vision.
- Utilized Blender and ZBrush for character modeling and animation.
- Participated in character design sessions to create unique and engaging characters.
- Incorporated feedback from peers and supervisors to enhance animation quality.
- Maintained a detailed animation schedule to ensure timely project completion.

3D ANIMATOR

Fantasy Animation Studio

2015 - 2020

- Created 3D animations for video games and interactive media.
- Collaborated with game designers to develop engaging character animations.
- Applied advanced rigging techniques to facilitate smooth character movements.
- Participated in playtesting sessions to refine animations based on user feedback.
- Maintained up-to-date knowledge of animation trends and techniques.
- Fostered a collaborative environment through effective communication and teamwork.

CONTACT

- 📞 (555) 234-5678
- ✉️ michael.anderson@email.com
- 🌐 www.michaelanderson.com
- 📍 San Francisco, CA

SKILLS

- character design
- storytelling
- rigging
- teamwork
- animation software
- creativity

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF FINE ARTS IN ANIMATION, COLLEGE OF ARTS, 2015

ACHIEVEMENTS

- Received the Animation Excellence Award for character design in 2021.
- Contributed to a game that achieved over 1 million downloads within the first month of release.
- Successfully led a team project that resulted in a 15% increase in viewer engagement.