

MICHAEL ANDERSON

Senior 3D Animator

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Distinguished 3D Animator with over a decade of experience in creating visually stunning and immersive animations for a diverse array of industries, including gaming, film, and advertising. Expertise lies in translating complex concepts into engaging visual narratives while maintaining a keen attention to detail and artistic integrity. A deep understanding of animation principles, combined with proficiency in various software tools, enables the delivery of high-quality animations that captivate audiences.

WORK EXPERIENCE

Senior 3D Animator | Creative Animation Studios

Jan 2022 – Present

- Led a team of animators in the production of a feature-length animated film, ensuring adherence to artistic vision and project timelines.
- Developed character animation rigs that enhanced the fluidity and realism of movements, resulting in a 20% increase in audience engagement.
- Collaborated with directors and writers to refine storytelling elements through animation, significantly contributing to narrative depth.
- Implemented advanced motion capture techniques, streamlining the animation process and reducing production time by 15%.
- Conducted workshops to train junior animators on industry-standard practices and software tools, fostering skill development within the team.
- Received the 'Best Animation' award at the National Animation Festival for outstanding work on a short film project.

3D Animator | Innovative Visual Effects

Jul 2019 – Dec 2021

- Created high-quality animations for advertisements and promotional materials, achieving a 30% increase in client satisfaction ratings.
- Utilized Blender and Maya to develop complex 3D models and animations, consistently meeting tight deadlines.
- Collaborated closely with the marketing team to align animation projects with branding strategies, enhancing overall campaign effectiveness.
- Participated in brainstorming sessions to generate creative concepts, contributing to a more dynamic and innovative project approach.
- Optimized animation workflows through the integration of new software tools, improving efficiency by 25%.
- Contributed to the successful launch of multiple high-profile campaigns, garnering positive feedback from clients and stakeholders.

SKILLS

3D animation character rigging motion capture Blender Maya storytelling

EDUCATION

Bachelor of Fine Arts in Animation

2015

University of Arts

ACHIEVEMENTS

- Successfully led a project that resulted in a 40% increase in viewer retention for animated content.
- Recognized as 'Employee of the Year' for exceptional contributions to multiple high-stakes projects.
- Presented at international animation conferences, sharing insights on trends and techniques in 3D animation.

LANGUAGES

English Spanish French