Michael Anderson

3D MODELER FOR VR APPLICATIONS

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Displaying a rich expertise in the realm of 3D modeling for virtual reality applications, this professional has distinguished themselves by creating immersive and interactive experiences that captivate users. With a strong foundation in both 3D modeling and programming, the individual has effectively bridged the gap between design and functionality.

SKILLS

- VR modeling
- Unity
- Unreal Engine
- user experience design
- collaboration
- interactivity

EDUCATION

BACHELOR OF SCIENCE IN INTERACTIVE MEDIA, DIGITAL ARTS UNIVERSITY, 2018

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a VR project that won 'Best VR Experience' at the Tech Innovation Awards, 2023.
- Increased model optimization efficiency by 30% through innovative techniques.
- Recognized for exceptional client satisfaction ratings on VR projects.

EXPERIENCE

3D MODELER FOR VR APPLICATIONS

Virtual Reality Innovations

2016 - Present

- Designed and developed 3D models specifically for virtual reality environments.
- Collaborated with developers to ensure optimal integration of models into VR applications.
- Utilized Unity and Unreal Engine for real-time rendering and interaction.
- Conducted user testing to gather feedback on model performance and usability.
- Optimized models for various VR platforms to enhance user experience.
- Participated in workshops to stay abreast of emerging VR technologies.

3D MODEL DESIGNER

Interactive Media Group

2014 - 2016

- Created 3D assets for interactive media projects, focusing on user engagement.
- Worked with teams to translate ideas into 3D models for various applications.
- Implemented animations and interactive features to enhance usability.
- Conducted quality assurance to ensure model integrity across platforms.
- Maintained a library of assets for future projects to improve efficiency.
- Engaged in client presentations to showcase 3D capabilities.