MA

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🌐 www.michaelanderson.com

SKILLS

- Unity
- Unreal Engine
- Blender
- Animation Techniques
- Character Rigging
- Game Design

EDUCATION

BACHELOR OF FINE ARTS IN ANIMATION, ART INSTITUTE, 2017

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a game that won 'Best Indie Game' at the Game Awards, 2020.
- Increased animation quality through innovative techniques, resulting in positive player feedback.
- Recognized for outstanding teamwork and creativity in project development.

Michael Anderson

SENIOR ANIMATOR

Versatile Animation Artist with a strong foundation in both traditional and digital animation techniques, complemented by over six years of experience in the gaming industry. Recognized for the ability to create immersive characters and environments that enhance gameplay experience. Expertise in character rigging, animation, and asset creation. Proven ability to collaborate effectively with game designers and developers to produce engaging content that aligns with game mechanics.

EXPERIENCE

SENIOR ANIMATOR

GameDev Studios

2016 - Present

- Created character animations and in-game assets for multiple gaming titles.
- Utilized Unity and Unreal Engine to implement animations seamlessly.
- Collaborated with designers to develop character movements that enhance gameplay.
- Conducted playtesting sessions to refine animations based on user feedback.
- Mentored junior animators, promoting skill development within the team.
- Presented animation concepts to stakeholders for approval and feedback.

ANIMATOR

Indie Game Studio

2014 - 2016

- Developed animations for indie game projects, focusing on character and environment design.
- Worked with a small team to create cohesive visual styles.
- Utilized Blender and Adobe Animate for asset creation and animation.
- Participated in design meetings to brainstorm creative ideas.
- Maintained documentation for animation processes and techniques.
- Contributed to marketing materials through animation for promotional purposes.