



MICHAEL ANDERSON

LEAD 2D ANIMATOR

PROFILE

Accomplished Animator specializing in 2D animation and visual storytelling, with a robust portfolio spanning over eight years. Recognized for the ability to transform complex ideas into visually engaging animations that resonate with diverse audiences. Expertise in utilizing various animation software and a strong background in fine arts contribute to a unique artistic vision.

EXPERIENCE

LEAD 2D ANIMATOR

Epic Animation Studios

2016 - Present

- Directed the creation of 2D animated series, overseeing all stages of production.
- Collaborated with writers and producers to develop scripts and storyboards.
- Utilized Adobe Animate and Toon Boom Harmony to produce animation sequences.
- Reviewed and provided constructive feedback on animation drafts.
- Mentored junior animators, enhancing their skills and creativity.
- Achieved a successful launch of a new animated series that gained critical acclaim.

ANIMATOR

Digital Dreams

2014 - 2016

- Created engaging 2D animations for advertising campaigns and educational content.
- Worked closely with marketing teams to align animations with brand messaging.
- Utilized Photoshop and Illustrator for character design and backgrounds.
- Participated in client meetings to understand project requirements and objectives.
- Implemented feedback to ensure client satisfaction with final deliverables.
- Contributed to a 25% increase in client retention through high-quality animations.

CONTACT

- (555) 234-5678
- michael.anderson@email.com
- San Francisco, CA

SKILLS

- Adobe Animate
- Toon Boom Harmony
- Photoshop
- Illustrator
- Storyboarding
- Character Development

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN ANIMATION,
SCHOOL OF VISUAL ARTS, 2013

ACHIEVEMENTS

- Recipient of the 'Excellence in Animation' award at the National Animation Festival.
- Increased project efficiency by implementing new animation techniques.
- Developed a viral animated short that garnered over 2 million views online.