



MICHAEL ANDERSON

LEAD CAMERA TRACKING ARTIST

CONTACT

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-  San Francisco, CA

SKILLS

- Unreal Engine
- After Effects
- 3D modeling
- cinematography
- visual effects
- team collaboration

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF ARTS IN ANIMATION,
UNIVERSITY OF SOUTHERN
CALIFORNIA, 2015

ACHIEVEMENTS

- Earned the Game Developers Choice Award for exceptional visual design.
- Reduced rendering times by implementing optimized tracking workflows.
- Recognized for innovative contributions to the studio's visual library.

PROFILE

Accomplished Camera Tracking Artist with extensive experience in the gaming and film industries, demonstrating a unique ability to blend artistic vision with technical precision. Renowned for crafting intricate camera movements and ensuring the flawless integration of animated elements into live-action footage. Possesses a strong foundation in 3D modeling and animation, complemented by a profound understanding of cinematography principles.

EXPERIENCE

LEAD CAMERA TRACKING ARTIST

Epic Games

2016 - Present

- Directed camera tracking processes for AAA video game titles.
- Implemented new tracking methodologies that reduced production time by 20%.
- Worked closely with creative directors to align visual assets with game narrative.
- Developed training programs for new hires in camera tracking techniques.
- Utilized Unreal Engine for real-time rendering and visual effects integration.
- Conducted post-mortem analyses to refine production workflows.

CAMERA TRACKING SPECIALIST

Digital Dreams Studios

2014 - 2016

- Produced high-quality camera tracks for animated series and films.
- Collaborated with 2D and 3D teams to ensure visual consistency.
- Utilized After Effects to enhance tracked footage with visual effects.
- Engaged in client presentations to demonstrate tracking capabilities.
- Assisted in troubleshooting technical issues during production phases.
- Maintained a comprehensive library of tracking references and techniques.