MICHAEL ANDERSON

LEAD CHARACTER ANIMATOR

CONTACT

📞 (555) 234-5678

✉️ michael.anderson@email.com

📍 San Francisco, CA

SKILLS

- Unreal Engine
- Motion Capture
- Character Rigging
- Gameplay Animation
- Team Collaboration
- Creative Problem Solving

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN ANIMATION AND GAME DESIGN, UNIVERSITY OF SOUTHERN CALIFORNIA

ACHIEVEMENTS

- Awarded the Game Developers Choice Award for Best Animation.
- Contributed to a game that achieved over 10 million copies sold worldwide.
- Implemented a new animation pipeline that reduced production time by 25%.

PROFILE

Innovative Character Animator with a focus on video game animation, possessing extensive experience in creating immersive character movements that enhance gameplay and player engagement. Expertise in utilizing cutting-edge animation technology and game engines to bring characters to life in a virtual environment. Strong background in collaborating with game designers and developers to ensure animations are seamlessly integrated into gameplay mechanics.

EXPERIENCE

LEAD CHARACTER ANIMATOR

Epic Games

2016 - Present

- Directed the animation team for a blockbuster video game, ensuring high-quality character animations.
- Developed animation systems that enhanced character responsiveness to player actions.
- Collaborated closely with game designers to align animations with gameplay mechanics.
- Utilized Unreal Engine to create dynamic animations that elevated user experience.
- Conducted motion capture sessions to capture realistic character movements.
- Provided mentorship to junior animators, fostering a culture of innovation and creativity.

CHARACTER ANIMATOR

Blizzard Entertainment

2014 - 2016

- Created engaging character animations for multiple award-winning video games.
- Worked closely with narrative teams to ensure animations aligned with character backstories.
- Utilized proprietary animation tools to refine character movements and expressions.
- Participated in cross-departmental teams to enhance overall game quality.
- Conducted playtesting sessions to gather feedback on character animations from players.
- Presented animation techniques at industry conferences, establishing thought leadership.