

MICHAEL ANDERSON

Virtual Reality Animator

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

Skilled Character Animator with a focus on virtual reality and augmented reality experiences, committed to pushing the boundaries of traditional animation into immersive environments. Extensive experience in creating interactive character animations that engage users in virtual spaces. Proven ability to collaborate with multidisciplinary teams to develop animations that enhance user experience and interaction within VR/AR applications.

WORK EXPERIENCE

Virtual Reality Animator | Oculus Studios

Jan 2022 – Present

- Developed interactive character animations for VR experiences, enhancing user immersion.
- Collaborated with UX designers to create animations that respond to user interactions.
- Utilized Unity and Maya to produce high-quality animations for virtual environments.
- Conducted playtesting to gather user feedback for continuous improvement.
- Participated in interdisciplinary teams to align animations with overall project vision.
- Presented animation techniques at industry seminars, sharing knowledge and insights.

Animator | Niantic

Jul 2019 – Dec 2021

- Created character animations for augmented reality games, focusing on user engagement.
- Collaborated with game designers to ensure animations aligned with gameplay mechanics.
- Utilized motion capture technology to enhance character animations.
- Participated in user testing to refine animations based on player feedback.
- Maintained an organized animation library for efficient project management.
- Contributed to the development of an award-winning AR game.

SKILLS

Unity Motion Capture VR Animation AR Animation User Experience Interdisciplinary Collaboration

EDUCATION

Master of Fine Arts in Interactive Media

2015 – 2019

University of Washington

ACHIEVEMENTS

- Contributed to a VR project that won the Game Developers Choice Award.
- Increased user retention by 30% through innovative animation design.
- Presented at the International VR Conference, showcasing advancements in animation technology.

LANGUAGES

English Spanish French