



# MICHAEL ANDERSON

## Senior Character Rigger

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### SUMMARY

Distinguished Character Rigger with over a decade of experience in the animation and gaming industries. Expertise lies in developing and implementing advanced rigging techniques for both organic and mechanical characters, ensuring optimal performance and aesthetic appeal. Proven ability to collaborate with multidisciplinary teams, integrating artistic vision with technical execution. Demonstrated success in optimizing rig workflows to enhance productivity and reduce production timelines.

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### WORK EXPERIENCE

#### Senior Character Rigger Epic Games

Jan 2023 - Present

- Designed and implemented complex character rigs for AAA titles, enhancing character animation fluidity.
- Collaborated with animators to optimize rig functionalities, achieving a 20% increase in animation efficiency.
- Developed custom rigging tools in Python to streamline workflow processes.
- Conducted workshops for junior riggers, fostering skill development and knowledge transfer.
- Analyzed and resolved rigging issues to ensure seamless integration into the game engine.
- Participated in cross-functional meetings to align character design with animation requirements.

#### Character Rigger Blizzard Entertainment

Jan 2020 - Dec 2022

- Created and maintained character rigs for various animated projects, ensuring adherence to artistic standards.
  - Utilized Maya and ZBrush to craft high-fidelity character models and rigs.
  - Optimized character rigs for performance in real-time applications, achieving significant reduction in load times.
  - Worked closely with the art department to deliver rigs that met both technical specifications and creative vision.
  - Implemented feedback from animators to refine rig functionalities and improve usability.
  - Documented rigging processes and best practices for future reference.
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### EDUCATION

#### Bachelor of Fine Arts in Animation, University of Southern California

Sep 2019 - Oct 2020

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### ADDITIONAL INFORMATION

- **Technical Skills:** Maya, Blender, Python, Rigging Techniques, Animation Principles, Team Collaboration
- **Awards/Activities:** Awarded 'Best Character Animation' at the Game Developers Choice Awards, 2021.
- **Awards/Activities:** Increased rigging efficiency by 30% through the development of proprietary rigging tools.
- **Awards/Activities:** Successfully led a team that delivered a major game expansion ahead of schedule.
- **Languages:** English, Spanish, French