



MICHAEL ANDERSON

LEAD CHARACTER RIGGER

PROFILE

Accomplished Character Rigger with a robust portfolio in feature film production and virtual reality applications. Expertise encompasses creating dynamic rigs that facilitate lifelike motion and enhance character believability. Proven track record of collaborating with directors and animators to translate artistic concepts into executable rigging solutions. Possesses exceptional problem-solving skills, allowing for innovative approaches to complex rigging challenges.

EXPERIENCE

LEAD CHARACTER RIGGER

Pixar Animation Studios

2016 - Present

- Led the rigging team on multiple feature films, ensuring adherence to project timelines and quality standards.
- Created versatile rigs that allowed animators to achieve a wide range of expressive motions.
- Implemented feedback loops with animation leads to refine rig performance continuously.
- Conducted technical reviews of rigging workflows to identify areas for efficiency improvements.
- Developed training materials for new hires, enhancing team capabilities.
- Collaborated with the simulation team to integrate dynamic elements into character rigs.

CHARACTER RIGGER

DreamWorks Animation

2014 - 2016

- Designed and constructed character rigs for animated shorts, focusing on user-friendly interfaces for animators.
- Optimized existing rigs to improve animation fluidity and character responsiveness.
- Worked in tandem with the design team to ensure technical feasibility of character designs.
- Utilized advanced scripting to automate repetitive rigging tasks, enhancing productivity.
- Participated in peer reviews to ensure quality and functionality of rigging outputs.
- Maintained documentation of rigging processes for future reference and team training.

CONTACT

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SKILLS

- Autodesk Maya
- Cinema 4D
- Rigging Optimization
- Animation Collaboration
- Technical Documentation
- Problem Solving

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN COMPUTER ANIMATION, RINGLING COLLEGE OF ART AND DESIGN

ACHIEVEMENTS

- Recipient of the Annie Award for Outstanding Achievement in Character Animation, 2020.
- Instrumental in the success of a film that grossed over \$500 million worldwide.
- Developed a rigging framework that reduced setup time by 25% across projects.