MA

Phone: (555) 234-5678

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Website: www.michaelanderson.com

EXPERTISE SKILLS

- Rigging for Games
- Unreal Engine
- Character Animation
- Problem Solving
- Team Collaboration
- Technical Documentation

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Science in Game Design, Full Sail University

REFERENCES

John Smith
Senior Manager, Tech Corp
john.smith@email.com

Sarah Johnson
Director, Innovation Labs
sarah.j@email.com

Michael Brown
VP Engineering, Solutions Inc
mbrown@email.com

MICHAEL ANDERSON

CHARACTER RIGGER

Innovative Character Rigger with extensive experience in real-time graphics and interactive media. Specializes in crafting character rigs that not only meet artistic vision but also perform optimally in gaming environments. Expertise in collaborating with game designers and animators to ensure that character movements are both realistic and engaging. Proficient in utilizing cutting-edge technology and software to create dynamic character rigs that enhance user experience.

PROFESSIONAL EXPERIENCE

Naughty Dog   *Mar 2018 - Present*
Character Rigger

- Developed character rigs for high-profile gaming titles, focusing on character responsiveness and animation quality.
- Collaborated closely with game designers to ensure rig compatibility with gameplay mechanics.
- Utilized Unreal Engine to test and refine rig performance in real-time settings.
- Implemented feedback from animators to enhance rig usability and efficiency.
- Created documentation for rigging standards, improving team consistency.
- Mentored junior riggers, fostering growth and skill enhancement.

Ubisoft   *Dec 2015 - Jan 2018*
Junior Character Rigger

- Assisted in the creation of character rigs for multiple gaming projects, ensuring adherence to artistic and technical guidelines.
- Conducted testing and troubleshooting of character rigs to resolve animation issues.
- Collaborated with animators to gather feedback and implement improvements on existing rigs.
- Maintained organized documentation of rigging processes and updates.
- Supported the implementation of motion capture data into character rigs.
- Participated in team brainstorming sessions to enhance rigging techniques.

ACHIEVEMENTS

- Contributed to a game that won the BAFTA Games Award for Best Game, 2022.
- Improved rigging processes that resulted in a 15% decrease in animation production time.
- Recognized for exceptional teamwork and communication skills in a collaborative environment.