MA

📞 (555) 234-5678

✉️ michael.anderson@email.com

📍 San Francisco, CA

🌐 www.michaelanderson.com

SKILLS

- 3D Modeling
- Animation Integration
- Rigging Techniques
- Team Collaboration
- Documentation
- Problem Solving

EDUCATION

BACHELOR OF FINE ARTS IN DIGITAL ARTS, UNIVERSITY OF CALIFORNIA, LOS ANGELES

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Played a key role in a game that won multiple industry awards for excellence in animation.
- Improved rigging processes that resulted in a 10% reduction in production time.
- Recognized for outstanding contributions to team projects and collaborative efforts.

Michael Anderson

CHARACTER RIGGER

Dynamic Character Rigger with a strong foundation in 3D modeling and animation for both film and video games. Specializes in creating intuitive rigs that streamline the animation process while maximizing character expressiveness. Exhibits a collaborative spirit, working closely with artists and animators to bring characters to life through motion. Committed to continuous improvement and innovation in rigging techniques, leveraging new technologies to enhance workflows.

EXPERIENCE

CHARACTER RIGGER

Square Enix

2016 - Present

- Developed and optimized character rigs for high-profile gaming franchises, enhancing animation quality.
- Collaborated with animators to ensure rig functionalities aligned with creative intentions.
- Utilized proprietary software to streamline rigging processes, reducing setup times.
- Participated in regular reviews to gather feedback and implement improvements.
- Documented rigging methodologies for team reference and training.
- Mentored interns in rigging techniques and best practices.

JUNIOR CHARACTER RIGGER

Capcom

2014 - 2016

- Assisted in the rigging of characters for various game titles, focusing on usability and performance.
- Conducted tests on rig functionality to identify and resolve issues.
- Worked alongside the animation team to ensure seamless integration of animations.
- Maintained organized documentation of rigging processes and updates.
- Supported the implementation of motion capture data into character rigs.
- Participated in team meetings to discuss rigging advancements and challenges.