

MICHAEL ANDERSON

Character Rigger

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Proficient Character Rigger with a strong focus on virtual reality and augmented reality applications. Combines technical expertise with a creative approach to rigging characters for immersive experiences. Demonstrated ability to create intuitive and responsive rigs that enhance user interaction in virtual environments. Experienced in collaborating with cross-functional teams to develop innovative solutions that elevate user engagement.

WORK EXPERIENCE

Character Rigger | Oculus Studios

Jan 2022 – Present

- Designed character rigs specifically for virtual reality applications, ensuring high interactivity.
- Collaborated with UX designers to create user-friendly rigs that enhance the VR experience.
- Utilized Unity and Unreal Engine to test rig performance in immersive environments.
- Conducted performance optimization for character rigs to ensure smooth user interaction.
- Documented rigging processes for future reference and team training.
- Participated in team reviews to align rigging strategies with project goals.

Character Rigger | Niantic

Jul 2019 – Dec 2021

- Created character rigs for augmented reality applications, focusing on real-time interactivity.
- Worked closely with developers to ensure rig compatibility with AR technology.
- Utilized motion capture data to enhance rig realism and responsiveness.
- Conducted testing to troubleshoot and optimize rig performance.
- Maintained documentation of rigging techniques and workflows for team sharing.
- Participated in brainstorming sessions to innovate rigging strategies for AR environments.

SKILLS

Virtual Reality

Augmented Reality

Rigging Techniques

User Experience Design

Unity

Unreal Engine

EDUCATION

Bachelor of Science in Computer Graphics

2015 – 2019

DigiPen Institute of Technology

ACHIEVEMENTS

- Contributed to a VR project that received recognition at the Game Developers Conference.
- Improved rigging processes that resulted in a 25% enhancement in user interaction rates.
- Recognized for outstanding contributions to innovative AR character designs.

LANGUAGES

English

Spanish

French