# MA

# Michael
## ANDERSON

## CROWD SIMULATION ARTIST

Creative Crowd Simulation Artist with a passion for integrating technology and art to produce captivating visual experiences. Extensive expertise in the gaming industry, focusing on crafting interactive environments that enhance player engagement. Proficient in various animation software, enabling the creation of dynamic simulations that respond to player actions. Strong understanding of game design principles and the importance of crowd behavior in gameplay.

## CONTACT

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- San Francisco, CA

## SKILLS

- Crowd Simulation
- Game Design
- Animation Software
- Team Collaboration
- Playtesting
- Documentation

## LANGUAGES

- English
- Spanish
- French

## EDUCATION

**BACHELOR OF ARTS IN GAME DESIGN, UNIVERSITY OF SOUTHERN CALIFORNIA**

## ACHIEVEMENTS

- Contributed to a game that won 'Best Multiplayer Experience' at the Game Awards.
- Increased player retention by 20% through engaging crowd dynamics.
- Recognized for outstanding teamwork and creativity within the studio.

## WORK EXPERIENCE

### CROWD SIMULATION ARTIST
Epic Game Studios
2020 - 2025

- Designed crowd behaviors for multiplayer gaming environments.
- Collaborated with game designers to ensure seamless integration of simulations.
- Utilized Unreal Engine to create responsive crowd dynamics.
- Engaged in playtesting to assess simulation performance.
- Produced documentation for simulation functionalities.
- Participated in team brainstorming sessions to enhance game features.

### JUNIOR CROWD SIMULATION ARTIST
NextGen Interactive
2015 - 2020

- Assisted in the development of crowd animations for video games.
- Utilized software like Blender to create engaging character movements.
- Participated in team meetings to discuss design concepts.
- Conducted research on player interaction with crowds.
- Supported senior artists in optimizing simulation processes.
- Engaged in community discussions to gather feedback on simulations.