MA

MICHAEL ANDERSON

DYNAMICS ARTIST

CONTACT

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📍 San Francisco, CA

SKILLS

- Dynamic simulations
- Visual storytelling
- Asset management
- Team collaboration
- Performance optimization
- Game design

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN DIGITAL MEDIA, UNIVERSITY OF SOUTHERN CALIFORNIA

ACHIEVEMENTS

- Contributed to a project that received multiple Game of the Year awards.
- Implemented a new particle system that reduced rendering time by 25%.
- Recognized for exceptional teamwork and collaboration during project cycles.

PROFILE

Accomplished Dynamics Artist with a robust portfolio in the video game industry, specializing in dynamic simulations and visual effects. Demonstrated ability to create compelling visual narratives that elevate user experiences. Proven expertise in collaborating with artists and programmers to integrate complex systems into gameplay. Known for innovative thinking and meticulous attention to detail, ensuring that every project meets the highest standards of quality.

EXPERIENCE

DYNAMICS ARTIST

Activision

2016 - Present

- Designed and implemented dynamic weather systems affecting gameplay environments.
- Created fluid and particle simulations for various in-game effects.
- Worked closely with the audio team to synchronize sound effects with visual dynamics.
- Utilized Maya and Houdini for creating high-quality dynamic assets.
- Participated in user testing to refine the effectiveness of visual effects.
- Developed documentation for best practices in dynamics workflows.

JUNIOR DYNAMICS ARTIST

Riot Games

2014 - 2016

- Assisted in the creation of visual effects for character abilities and environmental interactions.
- Collaborated with senior artists to develop dynamic animations for game characters.
- Participated in brainstorming sessions to enhance visual storytelling through effects.
- Conducted tests to ensure visual effects met performance standards.
- Maintained asset libraries and organized project files for efficient workflow.
- Gained proficiency in industry-standard software for dynamics creation.