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EXPERTISE SKILLS

- Visual effects
- Animation systems
- Performance optimization
- Training and mentorship
- Collaboration
- Game production

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Master of Fine Arts in Animation, California Institute of the Arts

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

SENIOR DYNAMICS ARTIST

Innovative Dynamics Artist with a strong background in visual effects and animation for both film and video games. Expertise in crafting engaging and realistic simulations that enhance storytelling and gameplay experiences. Proven ability to work within fast-paced environments, delivering high-quality results under tight deadlines. Skilled in collaborating with cross-functional teams to develop and refine dynamic assets that align with the artistic vision of projects.

PROFESSIONAL EXPERIENCE

Square Enix

Mar 2018 - Present

Senior Dynamics Artist

- Led the development of dynamic animation systems for character movements and interactions.
- Designed high-quality simulations for environmental effects and character abilities.
- Collaborated with narrative teams to align visual effects with storytelling elements.
- Utilized proprietary software to create and optimize dynamic assets.
- Conducted training sessions for junior artists on advanced dynamics techniques.
- Reviewed and critiqued team outputs to ensure consistency and quality.

Blizzard Entertainment

Dec 2015 - Jan 2018

Dynamics Artist

- Created dynamic visual effects for in-game events and character interactions.
- Worked with the art team to develop aesthetics for dynamic simulations.
- Participated in the integration of dynamics into the game engine.
- Conducted performance optimization for dynamic assets across multiple platforms.
- Collaborated with sound designers to ensure cohesive audio-visual experiences.
- Contributed to the development of tutorials for internal training purposes.

ACHIEVEMENTS

- Played a key role in a project that won the BAFTA for Best Game.
- Developed a new dynamics workflow that improved project turnaround time by 20%.
- Received internal recognition for outstanding creativity and innovation in visual effects.