



Michael ANDERSON

DYNAMICS ARTIST

Dynamic and detail-oriented Dynamics Artist with extensive experience in the animation and gaming sectors. Expertise in creating visually striking effects that enhance user engagement and gameplay. Known for a collaborative spirit and the ability to work effectively with diverse teams to deliver innovative solutions. Strong proficiency in industry-standard software and tools, enabling the production of high-quality dynamic assets.

CONTACT

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- 📍 San Francisco, CA

SKILLS

- Dynamic animations
- Visual effects
- Team collaboration
- Performance testing
- Workflow optimization
- Game development

LANGUAGES

- English
- Spanish
- French

EDUCATION

**BACHELOR OF ARTS IN GAME DESIGN,
UNIVERSITY OF CALIFORNIA, SANTA
CRUZ**

ACHIEVEMENTS

- Contributed to a title that received multiple awards for artistic achievement.
- Implemented a new workflow that reduced production time by 15%.
- Recognized for exceptional teamwork and creative contributions to projects.

WORK EXPERIENCE

DYNAMICS ARTIST

Naughty Dog

2020 - 2025

- Designed and implemented dynamic character animations and effects for cinematic sequences.
- Collaborated with writers and directors to align visual effects with narrative themes.
- Utilized advanced simulation techniques to create realistic environmental effects.
- Conducted performance tests to ensure smooth integration of dynamic assets.
- Participated in peer reviews to maintain high standards of quality.
- Contributed to the development of dynamic tools for the art department.

JUNIOR DYNAMICS ARTIST

Insomniac Games

2015 - 2020

- Assisted in the creation of dynamic visual effects for characters and environments.
- Worked alongside senior artists to develop dynamic simulations for gameplay.
- Helped maintain asset libraries and organized project files for efficiency.
- Conducted tests to ensure visual effects met performance standards.
- Participated in team brainstorming sessions to enhance creative output.
- Gained proficiency in industry-standard dynamics software.