MA

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🌐 www.michaelanderson.com

SKILLS

- Visual effects
- Animation principles
- Team collaboration
- Asset optimization
- Problem-solving
- Game design

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER ANIMATION, FULL SAIL UNIVERSITY

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a game that achieved commercial success, exceeding sales expectations.
- Recognized for outstanding contributions during internship with a full-time offer.
- Implemented a new asset management system that improved team workflow efficiency.

Michael Anderson

DYNAMICS ARTIST

Proficient Dynamics Artist with a solid foundation in creating dynamic visual effects for interactive media. Strong understanding of animation principles and a keen eye for detail, enabling the production of captivating visual experiences. Demonstrated ability to work collaboratively with design and development teams to create cohesive and engaging gameplay. Expertise in optimizing dynamic assets for performance across multiple platforms.

EXPERIENCE

DYNAMICS ARTIST
Bungie
2016 - Present

- Created dynamic visual effects for characters and environmental interactions in real-time.
- Collaborated with designers to integrate effects seamlessly into gameplay.
- Utilized industry-standard software to produce high-quality dynamic assets.
- Conducted performance optimizations to improve frame rates and user experience.
- Participated in team meetings to align on project goals and vision.
- Assisted in organizing and maintaining asset libraries for team efficiency.

INTERN DYNAMICS ARTIST
Sucker Punch Productions
2014 - 2016

- Supported senior artists in the creation of dynamic effects for gameplay.
- Assisted in the testing and optimization of visual assets.
- Participated in feedback sessions to improve design processes.
- Maintained organized project files to enhance team productivity.
- Gained hands-on experience with leading dynamics software.
- Contributed ideas during brainstorming sessions to enhance visual storytelling.