MICHAEL
ANDERSON

Senior Dynamics Artist

- San Francisco, CA
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Distinguished Dynamics Artist with over a decade of extensive experience in the gaming industry, adept at creating immersive and dynamic visual experiences that captivate audiences. Expertise encompasses the development of intricate animations and effects using advanced software tools, ensuring seamless integration within complex game environments. Proven track record of collaborating with cross-functional teams to elevate artistic vision and achieve project milestones on time and within budget.

WORK EXPERIENCE

Senior Dynamics Artist | Epic Games
Jan 2022 – Present

- Developed high-fidelity particle effects and simulations for AAA titles, enhancing gameplay realism.
- Collaborated with design and programming teams to ensure seamless integration of dynamic elements into game engines.
- Utilized software such as Unreal Engine and Maya to create visually stunning animations that met artistic and technical specifications.
- Conducted performance optimization for effects to ensure smooth gameplay across various platforms.
- Mentored junior artists in best practices for dynamic art creation, fostering skill development and innovation.
- Participated in regular design reviews, providing constructive feedback to enhance overall project quality.

Dynamics Artist | Blizzard Entertainment
Jul 2019 – Dec 2021

- Created and implemented dynamic animations and effects for multiple game titles, contributing to immersive player experiences.
- Worked closely with the art team to define visual styles and ensure artistic cohesion across projects.
- Employed particle systems and shaders to enhance environmental interactions and character abilities.
- Engaged in rigorous testing and iteration of dynamic elements to optimize performance and visual fidelity.
- Assisted in developing training materials for new artists, promoting best practices in dynamics creation.
- Contributed to brainstorming sessions aimed at innovating new gameplay mechanics through dynamic visual effects.

SKILLS

Unreal Engine   Maya   Adobe After Effects   Houdini   Particle Systems   Visual Effects

EDUCATION

Bachelor of Fine Arts in Animation
2015 – 2019

Rhode Island School of Design

ACHIEVEMENTS

- Awarded "Best Visual Effects" at the Game Developers Choice Awards for outstanding contributions to a major title.
- Led a team project that resulted in a 30% increase in player engagement metrics through enhanced dynamic effects.
- Recognized for excellence in mentorship with the "Outstanding Mentor Award" within the company.

LANGUAGES

English   Spanish   French