



MICHAEL ANDERSON

FX Artist

Dedicated FX Artist with a comprehensive background in visual effects, offering over 5 years of experience in the animation and gaming industries. Specialized in creating compelling visual effects that enhance user engagement and storytelling in interactive media. Proficient in various software tools and methodologies that facilitate the production of high-quality effects.

WORK EXPERIENCE

FX Artist

2020-2023

Interactive Media Labs

- Designed and implemented visual effects for video games and interactive experiences.
- Utilized Unity and Unreal Engine to create immersive effects.
- Collaborated with game designers to enhance gameplay through visual storytelling.
- Conducted performance optimization for effects to ensure smooth gameplay.
- Participated in playtesting to gather feedback on visual effects.
- Maintained documentation for effects production processes.

FX Intern

2019-2020

Game Development Studio

- Assisted in the creation of effects for mobile game applications.
- Learned and applied techniques for particle systems and shaders.
- Supported senior artists in developing visual assets.
- Participated in team meetings to discuss project progress and challenges.
- Contributed to the testing of visual effects in various environments.
- Maintained project files and organized assets for efficient workflow.

ACHIEVEMENTS

- Contributed to a game that received recognition for Outstanding Visual Design.
- Participated in a successful project that exceeded user engagement metrics.
- Recognized for contributions to a studio-wide initiative on innovation.

CONTACT

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EDUCATION

Bachelor of Science in Game Design

University of Southern California
2018

SKILLS

- Visual Effects
- Game Design
- Unity
- Unreal Engine
- Collaborative Development
- Performance Optimization

LANGUAGES

- English
- Spanish
- French