



MICHAEL ANDERSON

Senior Lighting Artist

San Francisco, CA • (555) 234-5678 • michael.anderson@email.com • www.michaelanderson.com

SUMMARY

Illuminating the art of visual storytelling, a Lighting Artist with over a decade of experience in the film and gaming industries. Demonstrated expertise in crafting immersive environments through innovative lighting techniques and advanced rendering technologies. Proficient in collaborating with cross-functional teams to achieve artistic visions while adhering to project timelines and budget constraints.

WORK EXPERIENCE

Senior Lighting Artist Epic Games

Jan 2023 - Present

- Led the lighting design for multiple AAA titles, enhancing visual fidelity and player immersion.
- Collaborated closely with art directors to define lighting styles that align with narrative themes.
- Developed and implemented complex lighting rigs using Unreal Engine, optimizing performance across platforms.
- Mentored junior artists in best practices for lighting techniques and software utilization.
- Conducted lighting reviews with stakeholders to ensure alignment with project visions and objectives.
- Utilized feedback loops to iterate on lighting setups, resulting in increased team efficiency and output quality.

Lighting Artist Pixar Animation Studios

Jan 2020 - Dec 2022

- Created dynamic lighting setups for animated shorts, contributing to the overall visual storytelling.
 - Employed RenderMan to achieve photorealistic lighting results, enhancing character and environment integration.
 - Participated in collaborative brainstorming sessions to innovate lighting approaches for storytelling.
 - Managed lighting assets across various scenes, ensuring consistency and quality throughout productions.
 - Assisted in post-production processes, adjusting lighting to meet final visual requirements.
 - Engaged in workshops to refine lighting techniques and share knowledge with peers.
-

EDUCATION

Bachelor of Fine Arts in Animation, Rhode Island School of Design

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** Maya, Unreal Engine, 3ds Max, RenderMan, Adobe After Effects, Lighting Design
- **Awards/Activities:** Received the Visual Effects Society Award for Outstanding Visual Effects in a Commercial.
- **Awards/Activities:** Contributed to a project that won the Annie Award for Best Animated Short.
- **Awards/Activities:** Recognized as Employee of the Month for exceptional contributions to lighting design on key projects.
- **Languages:** English, Spanish, French