



Michael

ANDERSON

LIGHTING SUPERVISOR

A highly innovative Lighting Artist with a strong background in visual effects and animation, offering over seven years of experience in the entertainment industry. Expertise lies in crafting visually stunning lighting effects that enhance storytelling and character development in animated films and video games. Proficient in utilizing advanced software tools to deliver high-quality lighting solutions that align with project objectives.

CONTACT

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- 📍 San Francisco, CA

SKILLS

- Maya
- Arnold
- Nuke
- Visual Effects
- Animation
- Lighting Techniques

LANGUAGES

- English
- Spanish
- French

EDUCATION

**BACHELOR OF ARTS IN ANIMATION,
SCHOOL OF VISUAL ARTS**

ACHIEVEMENTS

- Awarded the Annie Award for Outstanding Achievement in Animation for work on feature films.
- Contributed to a project that received the Academy Award for Best Animated Feature.
- Recognized for exceptional teamwork and collaboration in a fast-paced production environment.

WORK EXPERIENCE

LIGHTING SUPERVISOR

DreamWorks Animation

2020 - 2025

- Supervised lighting teams to ensure high-quality output and adherence to project timelines.
- Developed innovative lighting techniques that enhanced the visual narrative of animated features.
- Collaborated with directors and visual effects teams to create cohesive lighting styles.
- Conducted lighting tests and evaluations to refine visual effects integration.
- Trained and mentored junior artists in advanced lighting methodologies.
- Streamlined workflow processes to increase efficiency within the lighting department.

LIGHTING ARTIST

Blue Sky Studios

2015 - 2020

- Crafted detailed lighting setups for animated sequences, enhancing character emotions and storytelling.
- Utilized software tools such as Arnold and Nuke for rendering and compositing tasks.
- Participated in creative discussions to propose innovative lighting solutions for projects.
- Conducted regular reviews to align lighting designs with artistic direction and project goals.
- Engaged in post-production processes to refine lighting effects based on feedback.
- Maintained documentation and asset management for lighting setups across productions.