MA

MICHAEL ANDERSON

Lighting Artist

CONTACT

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EDUCATION

Bachelor of Science in Game Design

University of Southern California
2016-2020

SKILLS

- Unity
- Unreal Engine
- VR Design
- Real-time Rendering
- Game Development
- Lighting Techniques

LANGUAGES

- English
- Spanish
- French

A dynamic Lighting Artist specializing in the integration of lighting design within virtual reality environments, with over four years of experience in the gaming industry. Expertise in creating immersive lighting experiences that enhance user interaction and engagement within virtual spaces. Proficient in utilizing real-time rendering engines and VR technologies to achieve stunning visual effects that resonate with players.

💼 WORK EXPERIENCE

Lighting Artist   2020-2023

Oculus Studios

- Designed and implemented immersive lighting environments for virtual reality experiences.
- Collaborated with game designers to synchronize lighting effects with gameplay mechanics.
- Utilized Unity and Unreal Engine to create real-time lighting setups.
- Conducted user testing to gather feedback on lighting impact within VR environments.
- Iterated on lighting designs based on player experiences and input.
- Maintained documentation of lighting assets and techniques for future projects.

Junior Lighting Artist   2019-2020

Insomniac Games

- Assisted in developing lighting setups for various gaming titles, enhancing visual storytelling.
- Supported senior artists in implementing lighting designs within game environments.
- Participated in brainstorming sessions to create innovative lighting concepts.
- Utilized software tools to create and manage lighting assets.
- Conducted reviews to ensure lighting met artistic and technical standards.
- Engaged in continuous learning about emerging technologies in VR lighting design.

⭐ ACHIEVEMENTS

- Recognized for innovative lighting design in a VR game that received critical acclaim.
- Contributed to a project that won the Game Developers Choice Award for Best Visual Art.
- Selected to present at the VR Developers Conference on lighting techniques for immersive experiences.