

# MICHAEL ANDERSON

Senior Lighting Artist

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Distinguished Lighting Artist with a profound expertise in creating immersive visual environments for film and video games. Possessing a robust background in both technical and artistic lighting techniques, utilizing cutting-edge software and hardware to enhance cinematic storytelling. Demonstrates an exceptional ability to collaborate with multidisciplinary teams, including directors, cinematographers, and artists, ensuring alignment with the creative vision while adhering to project timelines and budgets.

## WORK EXPERIENCE

### Senior Lighting Artist | Epic Games

Jan 2022 – Present

- Developed and executed advanced lighting setups for multiple AAA game titles, enhancing realism and player immersion.
- Collaborated closely with environment artists to ensure seamless integration of lighting with art assets, resulting in visually stunning scenes.
- Utilized Unreal Engine to create dynamic lighting scenarios that adapt to gameplay, improving user experience.
- Conducted extensive testing and optimization of lighting effects to maintain performance across various platforms.
- Mentored junior lighting artists, providing guidance on best practices and fostering skill development within the team.
- Presented lighting concepts and prototypes to stakeholders, effectively communicating artistic intent and technical feasibility.

### Lighting Artist | DreamWorks Animation

Jul 2019 – Dec 2021

- Created and implemented lighting strategies for animated feature films, contributing to overall visual storytelling and mood establishment.
- Worked in tandem with the art department to ensure artistic vision was achieved through effective lighting design.
- Employed proprietary software to simulate realistic lighting scenarios, enhancing the believability of animated characters and environments.
- Participated in iterative review processes with directors and producers, incorporating feedback to refine lighting approaches.
- Maintained detailed documentation of lighting setups and revisions, facilitating smoother project workflows.
- Contributed to the development of a lighting library, standardizing techniques and improving efficiency across projects.

## SKILLS

Lighting design

Unreal Engine

Maya

Blender

Color theory

Team collaboration

## EDUCATION

### Bachelor of Fine Arts in Visual Effects

2015

School of Visual Arts

## ACHIEVEMENTS

- Received the Visual Effects Society Award for Outstanding Visual Effects in a Feature Animation for work on a major animated film.
- Led a team project that resulted in a 30% reduction in render times through optimized lighting techniques.
- Presented at industry conferences on innovative lighting techniques, enhancing professional visibility and networking opportunities.

## LANGUAGES

English

Spanish

French