



MICHAEL ANDERSON

Senior Particle Effects Artist

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SUMMARY

Distinguished Particle Effects Artist with a comprehensive background in the development of high-quality visual effects for interactive media. Expertise encompasses the creation of dynamic, realistic particle systems that enhance storytelling and user engagement. Proven ability to collaborate with multidisciplinary teams to integrate effects seamlessly into gameplay, ensuring both visual fidelity and performance optimization.

WORK EXPERIENCE

Senior Particle Effects Artist Epic Games

Jan 2023 - Present

- Designed and implemented particle systems for AAA game titles using Unreal Engine.
- Collaborated with the art team to ensure visual effects aligned with artistic direction.
- Optimized particle simulations to enhance performance on various platforms.
- Conducted training workshops for junior artists on advanced particle techniques.
- Utilized Houdini for complex simulations and integrated them into game engines.
- Participated in cross-departmental meetings to align visual effects with gameplay mechanics.

Particle Effects Artist Riot Games

Jan 2020 - Dec 2022

- Created engaging particle effects for in-game events and character abilities.
 - Collaborated with designers to develop effects that enhance gameplay experience.
 - Conducted performance tests to ensure effects ran smoothly across devices.
 - Maintained documentation for particle effects processes and best practices.
 - Received feedback from players to refine and improve visual effects.
 - Participated in art reviews, providing critiques and suggestions for improvement.
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EDUCATION

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

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** Houdini, Unreal Engine, Maya, Photoshop, Visual Effects, Team Collaboration
- **Awards/Activities:** Received the Best Visual Effects award at the Game Developers Choice Awards 2020.
- **Awards/Activities:** Improved particle system efficiency by 30% through optimization techniques.
- **Awards/Activities:** Mentored five junior artists, resulting in improved team performance and skill development.
- **Languages:** English, Spanish, French