# MA

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## EXPERTISE SKILLS

- Unity
- Mobile Optimization
- Particle Systems
- User Testing
- Agile Methodologies
- Team Collaboration

## LANGUAGES

- English
- Spanish
- French

## CERTIFICATION

- Bachelor of Arts in Game Design, University of California, Santa Cruz

## REFERENCES

**John Smith**
Senior Manager, Tech Corp
john.smith@email.com

**Sarah Johnson**
Director, Innovation Labs
sarah.j@email.com

**Michael Brown**
VP Engineering, Solutions Inc
mbrown@email.com

# MICHAEL ANDERSON

## PARTICLE EFFECTS ARTIST

Innovative Particle Effects Artist with a distinct focus on mobile game development. Expertise in creating lightweight, optimized particle systems that deliver stunning visuals without compromising performance. Proven track record of collaborating with game designers to ensure that effects enhance gameplay and user engagement. Highly skilled in using Unity and proprietary tools to develop effects that are both visually appealing and efficient.

## PROFESSIONAL EXPERIENCE

**Supercell**                                           *Mar 2018 - Present*
Particle Effects Artist

- Developed particle effects for mobile games, optimizing for performance across devices.
- Collaborated with designers to integrate visual effects into gameplay mechanics.
- Utilized Unity to create dynamic particle systems that enhance user experience.
- Conducted user testing to gather feedback on effects and improve designs.
- Maintained version control of particle assets for seamless team collaboration.
- Participated in regular sprints to ensure timely delivery of effects.

**Gameloft**                                           *Dec 2015 - Jan 2018*
Junior Particle Effects Artist

- Assisted in the creation of particle effects for various mobile titles.
- Learned and implemented best practices for mobile optimization.
- Collaborated with senior artists to refine visual effects based on feedback.
- Maintained documentation of particle effects processes for future reference.
- Participated in brainstorming sessions to generate new effects ideas.
- Supported testing phases to ensure effects met quality standards.

## ACHIEVEMENTS

- Increased player retention by 15% through improved visual effects in games.
- Received the 'Rising Star' award for exceptional contributions to mobile projects.
- Successfully reduced particle system load times by 20% through optimization.