



# MICHAEL ANDERSON

## Senior Previsualization Artist

San Francisco, CA • (555) 234-5678 • michael.anderson@email.com • www.michaelanderson.com

---

### SUMMARY

Visionary Previsualization Artist with over 8 years of experience driving innovative visual storytelling in the film and gaming industries. Expertise lies in crafting compelling visual narratives through advanced previsualization techniques, seamlessly integrating artistic vision with technical proficiency. Demonstrated ability to collaborate with multidisciplinary teams to produce high-quality visual content, ensuring alignment with project objectives and artistic direction.

---

### WORK EXPERIENCE

#### Senior Previsualization Artist Epic Films Studio

Jan 2023 - Present

- Developed high-fidelity previsualization assets for feature films, ensuring alignment with creative vision.
- Collaborated closely with directors and cinematographers to translate scripts into dynamic visual sequences.
- Utilized Maya and Nuke to create intricate 3D models and composited scenes for review.
- Implemented feedback loops to refine visuals, enhancing storytelling and pacing.
- Led a team of junior artists, providing mentorship and guidance on best practices.
- Presented previsualization sequences to stakeholders, facilitating informed decision-making.

#### Previsualization Artist Visionary Games

Jan 2020 - Dec 2022

- Created detailed animatics and storyboards for interactive game environments, enhancing user experience.
  - Worked with game designers to conceptualize and visualize gameplay mechanics through previsualization.
  - Utilized Blender and Unreal Engine to design immersive 3D environments and assets.
  - Conducted workshops to educate team members on previsualization tools and techniques.
  - Participated in regular brainstorming sessions, contributing innovative ideas to enhance game narratives.
  - Reviewed and critiqued peer work, fostering a culture of collaboration and excellence.
- 

### EDUCATION

#### Bachelor of Fine Arts in Animation, University of California, Los Angeles

Sep 2019 - Oct 2020

---

### ADDITIONAL INFORMATION

- **Technical Skills:** Maya, Nuke, Blender, Unreal Engine, Storyboarding, Team Leadership
- **Awards/Activities:** Recipient of the Visual Effects Society Award for Outstanding Previsualization.
- **Awards/Activities:** Successfully led a team that reduced production time by 20% through innovative previsualization techniques.
- **Awards/Activities:** Contributed to a game that received the 'Best Visual Design' award at the Game Developers Choice Awards.
- **Languages:** English, Spanish, French