



(555) 234-5678

michael.anderson@email.com

San Francisco, CA

www.michaelanderson.com

SKILLS

- AR modeling
- VR asset creation
- interactive design
- collaboration
- technology integration
- user experience

EDUCATION

MASTER OF FINE ARTS IN INTERACTIVE DESIGN, SAVANNAH COLLEGE OF ART AND DESIGN

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Developed a groundbreaking AR prop that was showcased at an international tech expo.
- Contributed to a VR project that won a 'Best Innovation' award at a leading industry event.
- Recognized for excellence in user experience design during a major project rollout.

Michael Anderson

AR PROP MODELER

Innovative Prop Modeler with a specialized focus on virtual reality and augmented reality applications. Expertise in creating interactive props that enhance user engagement and immersive experiences. Proven ability to integrate cutting-edge technologies into traditional prop modeling practices. Skilled in collaborating with developers and designers to produce assets that meet both creative and technical specifications.

EXPERIENCE

AR PROP MODELER

Immersive Tech Innovations

2016 - Present

- Designed and developed augmented reality props for interactive applications in gaming.
- Collaborated with software engineers to ensure seamless integration of props into AR environments.
- Utilized advanced modeling techniques to create lightweight and functional 3D assets.
- Participated in user testing sessions to gather feedback for iterative design improvements.
- Conducted research on emerging technologies to inform prop design strategies.
- Maintained up-to-date knowledge of industry trends and best practices in AR development.

PROP MODELER

Virtual Worlds Studio

2014 - 2016

- Created props for virtual reality experiences, focusing on user interaction and immersion.
- Collaborated with creative teams to design props that enhance narrative elements.
- Utilized VR modeling tools to produce assets optimized for performance and aesthetics.
- Engaged in cross-disciplinary projects, working with artists and coders alike.
- Assisted in the development of a proprietary workflow for VR asset creation.
- Participated in industry conferences to showcase innovative prop design techniques.