



MICHAEL ANDERSON

Rendering Artist

Dedicated Rendering Artist with over 5 years of experience in the field of virtual reality (VR) and augmented reality (AR). Specializes in creating immersive 3D experiences that engage users through innovative visual solutions. Demonstrated proficiency in utilizing advanced rendering technologies to produce high-quality graphics that enhance user interaction and immersion. Known for collaborating with developers and designers to ensure that visual elements align with interactive functionalities.

CONTACT

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- San Francisco, CA

EDUCATION

Bachelor of Science in Interactive Media

Georgia Institute of Technology
2016-2020

SKILLS

- Unity
- Unreal Engine
- Blender
- Photoshop
- Maya
- 3ds Max

LANGUAGES

- English
- Spanish
- French

WORK EXPERIENCE

Rendering Artist

2020-2023

Oculus Studios

- Developed immersive VR environments for various applications and games.
- Collaborated with developers to ensure visual fidelity and performance optimization.
- Utilized Unity and Unreal Engine to create interactive 3D experiences.
- Participated in user testing to gather feedback on visual elements.
- Engaged in brainstorming sessions to develop innovative visual concepts for VR.
- Maintained a library of assets to enhance workflow efficiency.

Junior Rendering Artist

2019-2020

Magic Leap

- Assisted in the creation of AR experiences for various applications.
- Utilized Blender and Unity to produce high-quality 3D models and environments.
- Worked closely with the design team to ensure visual consistency.
- Participated in feedback sessions to refine visual concepts.
- Contributed to the optimization of rendering processes for AR applications.
- Engaged in continuous learning to adopt the latest VR and AR technologies.

ACHIEVEMENTS

- Contributed to a VR application that received critical acclaim at industry awards.
- Recognized for excellence in creating engaging user experiences.
- Developed a new rendering technique that improved performance by 15%.