MA

MICHAEL ANDERSON

LEAD RIGGING ARTIST

CONTACT

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📍 San Francisco, CA

SKILLS

- Rigging
- Animation
- Autodesk Maya
- Collaboration
- Problem-solving
- Training

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN ANIMATION, RHODE ISLAND SCHOOL OF DESIGN

ACHIEVEMENTS

- Received the 'Innovator Award' for introducing new rigging tools that improved workflow efficiency.
- Contributed to multiple award-winning short films recognized at international festivals.
- Achieved a 25% reduction in rigging time through process optimization initiatives.

PROFILE

Dynamic Rigging Artist with a strong focus on creating adaptive rigging systems for both stylized and realistic animations. Demonstrates a unique blend of artistic vision and technical expertise, ensuring that character movements are fluid and expressive. Proven ability to work under tight deadlines while maintaining high standards of quality and precision.

EXPERIENCE

LEAD RIGGING ARTIST

NextGen Interactive

2016 - Present

- Oversaw the rigging department, establishing best practices and quality benchmarks.
- Created advanced rigging setups for a range of character types, enhancing animation flexibility.
- Utilized Autodesk Maya and proprietary tools to streamline rigging processes.
- Conducted training sessions for new hires on rigging techniques and software usage.
- Collaborated closely with animation leads to align character performance with narrative direction.
- Presented rigging innovations to stakeholders, securing buy-in for new initiatives.

RIGGING TECHNICIAN

Digital Dreams

2014 - 2016

- Assisted in the creation of character rigs for animated shorts and feature films.
- Worked with animators to refine rigging solutions based on animation feedback.
- Utilized various rigging techniques to meet project-specific animation needs.
- Documented rigging workflows to improve team efficiency.
- Participated in creative brainstorming sessions to enhance character design.
- Provided technical support to artists throughout the animation process.