



Phone: (555) 234-5678

Email: michael.anderson@email.com

Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- Rigging
- Animation
- Team Leadership
- Autodesk Maya
- Problem-solving
- Documentation

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Master of Fine Arts in Animation, School of Visual Arts

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

RIGGING SUPERVISOR

Highly skilled Rigging Artist with an extensive portfolio that showcases a commitment to excellence in character rigging and animation. Specializes in developing robust rigging solutions that enhance the animation pipeline and elevate the overall quality of visual storytelling. Demonstrates a keen eye for detail and a profound understanding of mechanics and motion, which informs the creation of lifelike rigs.

PROFESSIONAL EXPERIENCE

Epic Visuals

Mar 2018 - Present

Rigging Supervisor

- Supervised the rigging team in developing high-quality character rigs for various projects.
- Established rigging standards and procedures to ensure consistency across productions.
- Worked closely with directors to align rigging with creative vision and project goals.
- Evaluated and implemented new rigging tools to enhance productivity.
- Mentored junior riggers, providing guidance on technical and artistic aspects.
- Reviewed and critiqued rigging work to maintain high quality and efficiency.

Visionary Animations

Dec 2015 - Jan 2018

Mid-Level Rigging Artist

- Developed character rigs that facilitated complex animation sequences.
- Collaborated with animators to ensure rigs met performance requirements.
- Utilized advanced rigging techniques to enhance character expressiveness.
- Participated in peer reviews to provide feedback and improve rigging quality.
- Contributed to the creation of training materials for new rigging processes.
- Maintained thorough documentation of rigging setups for future reference.

ACHIEVEMENTS

- Led a team that won the 'Best Animation' award at the 2021 Animation Festival.
- Reduced rigging time by 20% through the implementation of new workflow strategies.
- Contributed to a successful game title that achieved over 1 million copies sold.