MA

Michael
ANDERSON

RIGGING ARTIST

CONTACT

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📍 San Francisco, CA

SKILLS

- Rigging
- Animation
- Team Collaboration
- Autodesk Maya
- ZBrush
- Documentation

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF ARTS IN ANIMATION, CALIFORNIA INSTITUTE OF THE ARTS

ACHIEVEMENTS

- Received recognition for outstanding rigging work on a film nominated for an Academy Award.
- Contributed to a project that won 'Best Short Film' at an international festival.
- Improved rigging efficiency by developing an innovative workflow that reduced time by 15%.

Innovative Rigging Artist recognized for a unique approach to character rigging that blends artistry with technical acumen. Extensive experience in developing complex rigging systems for animated films and video games, with a focus on enhancing character movement and performance. Demonstrates a proactive attitude towards problem-solving, often employing cutting-edge technologies to improve rigging efficiency.

WORK EXPERIENCE

RIGGING ARTIST
Fantasy Film Productions
2020 - 2025

- Created sophisticated rigging setups for main characters in animated features.
- Worked closely with animators to ensure optimal performance of rigs.
- Utilized software such as Maya and ZBrush for rigging tasks.
- Participated in brainstorming sessions to develop character design concepts.
- Assured quality control of rigging assets throughout production phases.
- Documented rigging techniques and processes for future reference.

JUNIOR RIGGING ARTIST
Creative Animation Studio
2015 - 2020

- Assisted in the creation of character rigs for short films and commercials.
- Collaborated with senior artists to refine rigging techniques.
- Utilized Blender and After Effects for rigging and animation tasks.
- Maintained organized project files and documentation.
- Participated in team meetings to discuss project updates and challenges.
- Provided support in testing rigs and gathering feedback from animators.