

# MICHAEL ANDERSON

Rigging Artist

- San Francisco, CA
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Dedicated Rigging Artist with a focus on developing innovative rigging solutions that enhance character animations across various media platforms. Recognized for a meticulous approach to rigging, ensuring that all assets meet both artistic vision and technical specifications. Extensive experience in collaborating with cross-functional teams to achieve project milestones while maintaining high standards of quality.

## WORK EXPERIENCE

### Rigging Artist | Future Animation Studios

Jan 2022 – Present

- Developed character rigs that supported a variety of animation styles and requirements.
- Collaborated with animators to ensure optimal performance of rigs.
- Utilized industry-standard tools such as Maya and ZBrush for rigging tasks.
- Maintained thorough documentation of rigging processes for team reference.
- Participated in creative brainstorming sessions to enhance character design.
- Provided technical support to animators throughout the animation process.

### Junior Rigging Artist | Animation House

Jul 2019 – Dec 2021

- Assisted in the creation of character rigs for animated series.
- Collaborated with senior artists to refine rigging techniques.
- Utilized Blender and After Effects for 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.

## SKILLS

Rigging Animation Team Collaboration Autodesk Maya ZBrush Documentation

## EDUCATION

### Bachelor of Fine Arts in Animation

2015 – 2019

Academy of Art University

## ACHIEVEMENTS

- Recognized for outstanding contributions to a project that won an industry award.
- Achieved a 10% reduction in rigging time through innovative techniques.
- Contributed to a successful animated series that garnered critical acclaim.

## LANGUAGES

English Spanish French