

# MICHAEL ANDERSON

Roto Artist

- San Francisco, CA
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Dynamic Roto Artist with a specialized focus on visual effects for interactive media and video games. Proven expertise in executing rotoscoping tasks that enhance gameplay and narrative experiences. Adept at utilizing cutting-edge software and tools to create visually stunning effects that capture audience attention. A collaborative professional who thrives in team-oriented environments, fostering creativity and innovation.

## WORK EXPERIENCE

### Roto Artist | Interactive Media Studios

Jan 2022 – Present

- Developed rotoscope animations for video game cutscenes and trailers.
- Collaborated with game designers to align visual effects with gameplay mechanics.
- Utilized software such as Maya and Nuke for animation and compositing.
- Participated in brainstorming sessions to enhance visual storytelling.
- Ensured all animations met project timelines and quality standards.
- Documented rotoscoping processes for future reference.

### Junior Roto Artist | Game Effects Lab

Jul 2019 – Dec 2021

- Assisted in rotoscoping for various interactive media projects.
- Learned and applied industry-standard software and techniques.
- Documented processes to ensure consistency across projects.
- Participated in team meetings to discuss project goals and challenges.
- Contributed to the development of training materials for new hires.
- Maintained an organized workspace to facilitate efficient production.

## SKILLS

Maya Nuke Video Game Design Team Collaboration Time Management Creativity

## EDUCATION

### Bachelor of Fine Arts in Game Design

2015 – 2019

Full Sail University

## ACHIEVEMENTS

- Contributed to a game that won multiple industry awards for visual excellence.
- Improved project turnaround time by implementing efficient workflows.
- Recognized for outstanding contributions to a successful video game launch.

## LANGUAGES

English Spanish French