



MICHAEL ANDERSON

LEAD SHADING ARTIST

PROFILE

Accomplished Shading Artist with a robust background in the visual effects industry, specializing in the development of intricate shading models for feature films and television. Adept at collaborating with multidisciplinary teams to realize complex visual narratives. Proven record of utilizing cutting-edge software and rendering techniques to achieve unparalleled quality in visual outputs.

EXPERIENCE

LEAD SHADING ARTIST

Epic VFX Productions

2016 - Present

- Oversaw the shading department, ensuring timely delivery of high-quality assets.
- Created detailed shader libraries to streamline production processes.
- Led workshops on advanced shading techniques for team development.
- Implemented new rendering workflows that reduced project turnaround by 25%.
- Collaborated with directors to align artistic vision with technical capabilities.
- Evaluated and integrated new software tools to enhance workflow efficiency.

SHADING TECHNICAL ARTIST

Visionary Animation Co.

2014 - 2016

- Developed shaders for environment assets, achieving high realism.
- Worked with lighting teams to ensure shader compatibility across scenes.
- Conducted performance analysis on shaders to optimize rendering times.
- Assisted in the development of pipeline tools for shader management.
- Documented shading techniques and best practices for team reference.
- Collaborated on cross-project shader development initiatives.

CONTACT

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SKILLS

- Houdini
- RenderMan
- Nuke
- ShaderFX
- Visual Effects
- Collaboration

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN COMPUTER GRAPHICS, TECHNICAL UNIVERSITY

ACHIEVEMENTS

- Received industry accolades for groundbreaking shader designs.
- Increased asset rendering efficiency by 40% through innovative techniques.
- Contributed to award-winning projects recognized at major film festivals.