MICHAEL ANDERSON

Lead Simulation Artist

San Francisco, CA • (555) 234-5678 • michael.anderson@email.com • www.michaelanderson.com

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SUMMARY

Distinguished Simulation Artist with over a decade of experience in the entertainment and gaming industries. Expertise in creating visually compelling simulations that enhance user engagement and storytelling. Proven track record of collaborating with cross-functional teams to deliver high-quality projects under tight deadlines. Proficient in leveraging advanced software tools and technologies to produce realistic animations and effects.

WORK EXPERIENCE

Lead Simulation Artist Epic Games   *Jan 2023 - Present*

- Directed the artistic development of simulation projects for AAA titles.
- Utilized Unreal Engine to create immersive environments and realistic character animations.
- Collaborated with designers and programmers to optimize performance and visual fidelity.
- Supervised a team of artists, providing guidance and feedback on artistic direction.
- Conducted training sessions on new simulation techniques and software updates.
- Presented project milestones to stakeholders and incorporated feedback into final outputs.

Simulation Artist Activision   *Jan 2020 - Dec 2022*

- Created high-quality simulations for various gaming platforms, enhancing player immersion.
- Developed realistic physics models and animations using Maya and 3ds Max.
- Worked closely with sound designers to synchronize audio with visual effects.
- Participated in brainstorming sessions to conceptualize innovative gameplay mechanics.
- Optimized assets for performance, ensuring smooth gameplay experiences.
- Contributed to post-launch support by addressing performance issues and implementing updates.

EDUCATION

Bachelor of Fine Arts in Animation, University of Southern California   *Sep 2019 - Oct 2020*

ADDITIONAL INFORMATION

- **Technical Skills:** Unreal Engine, Maya, 3ds Max, Adobe Creative Suite, Team Leadership, Visual Storytelling
- **Awards/Activities:** Awarded 'Best Animation' at the Game Developers Choice Awards 2020.
- **Awards/Activities:** Increased project efficiency by 30% through the implementation of new simulation techniques.
- **Awards/Activities:** Recognized for outstanding contributions to a top-selling game title, exceeding sales projections by 50%.
- **Languages:** English, Spanish, French