



# Michael ANDERSON

## VR SIMULATION ARTIST

Dynamic Simulation Artist with a strong background in virtual reality (VR) and augmented reality (AR) applications. Extensive experience in creating immersive simulations that engage users in innovative ways. Recognized for the ability to blend artistic vision with technical expertise to produce compelling visual experiences. Proven track record of collaborating with developers and designers to push the boundaries of interactive media.

### CONTACT

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- www.michaelanderson.com
- San Francisco, CA

### SKILLS

- Virtual Reality
- Augmented Reality
- Unity
- Unreal Engine
- User Experience
- 3D Animation

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

**BACHELOR OF ARTS IN INTERACTIVE  
MEDIA, NEW YORK UNIVERSITY**

### ACHIEVEMENTS

- Created award-winning VR experience that received 'Best Innovation' at the VR Awards.
- Increased user engagement by 60% through the implementation of AR features.
- Successfully launched 3 major AR projects that exceeded client expectations.

### WORK EXPERIENCE

#### VR SIMULATION ARTIST

Oculus Studios

2020 - 2025

- Designed and developed VR simulations for gaming and training applications.
- Utilized Unity and Unreal Engine to create immersive 3D environments.
- Collaborated with game designers to enhance gameplay mechanics through simulation.
- Conducted usability testing to refine user experiences in virtual environments.
- Presented innovative concepts at industry trade shows and conferences.
- Mentored junior artists in VR simulation techniques and best practices.

#### SIMULATION DEVELOPER

Magic Leap

2015 - 2020

- Developed AR simulations for educational applications in collaboration with educators.
- Created interactive 3D models and animations using Blender and Maya.
- Worked with engineers to integrate simulations into AR platforms.
- Conducted workshops on AR simulation design for educational institutions.
- Gathered user feedback to enhance the interactivity of AR experiences.
- Collaborated with marketing teams to promote AR products to stakeholders.