



MICHAEL ANDERSON

Senior Technical Animator

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SUMMARY

Distinguished Technical Animator with over a decade of extensive experience in the gaming and film industries, demonstrating expertise in character rigging, animation, and visual storytelling. Proven track record of enhancing the animation pipeline efficiency, leveraging advanced software tools and methodologies. Adept in collaborating with multidisciplinary teams to integrate artistic vision with technical execution, ensuring that the final product resonates with the intended audience.

WORK EXPERIENCE

Senior Technical Animator Epic Games

Jan 2023 - Present

- Designed and implemented character rigs for multiple AAA titles.
- Optimized animation workflows, reducing production time by 30%.
- Collaborated with artists and programmers to ensure seamless animation integration.
- Conducted workshops to train junior animators on advanced techniques.
- Utilized Maya and Unreal Engine for animation and rendering tasks.
- Developed custom scripts to automate repetitive animation tasks.

Technical Animator Blizzard Entertainment

Jan 2020 - Dec 2022

- Created high-quality animations for characters and creatures across various game titles.
 - Collaborated with design teams to develop animation styles that align with game aesthetics.
 - Implemented feedback from playtesting to refine character movements.
 - Produced documentation for animation processes to enhance team onboarding.
 - Utilized proprietary tools for animation blending and transitions.
 - Participated in character design meetings, contributing animation insights.
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EDUCATION

Bachelor of Fine Arts in Animation, University of Southern California

Sep 2019 - Oct 2020

ADDITIONAL INFORMATION

- **Technical Skills:** Character Rigging, Animation Software, Visual Storytelling, Team Collaboration, Workflow Optimization, Problem Solving
- **Awards/Activities:** Awarded Best Animation at the International Game Awards 2020.
- **Awards/Activities:** Led a team that received the Animation Excellence Award from the Visual Effects Society.
- **Awards/Activities:** Successfully decreased animation load times, improving game performance metrics by 25%.
- **Languages:** English, Spanish, French