



MICHAEL ANDERSON

LEAD TECHNICAL ANIMATOR

PROFILE

Accomplished Technical Animator with a robust background in creating lifelike animations and character rigging for interactive media. Extensive experience in utilizing cutting-edge animation technology to enhance user experience and engagement. Demonstrates a unique ability to blend artistic vision with technical precision, resulting in animations that are not only visually stunning but also functionally integrated into gameplay.

EXPERIENCE

LEAD TECHNICAL ANIMATOR

Naughty Dog

2016 - Present

- Oversaw animation projects, ensuring alignment with creative direction and technical feasibility.
- Developed complex character rigs that enhanced animation flexibility and realism.
- Integrated motion capture data into the animation pipeline effectively.
- Mentored junior animators, fostering skill development and knowledge sharing.
- Collaborated with game designers to create immersive gameplay experiences.
- Utilized Blender and Autodesk Maya for animation and rigging tasks.

TECHNICAL ANIMATOR

Ubisoft

2014 - 2016

- Produced high-quality animations for in-game characters and environments.
- Worked closely with the art team to ensure animations adhered to artistic guidelines.
- Utilized proprietary tools to streamline animation processes and improve efficiency.
- Analyzed player feedback to refine character movements and interactions.
- Conducted animation reviews and provided constructive feedback to peers.
- Participated in cross-departmental meetings to align animation goals with project milestones.

CONTACT

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- San Francisco, CA

SKILLS

- Animation Technology
- Motion Capture
- Character Rigging
- Team Leadership
- Creative Collaboration
- Process Improvement

LANGUAGES

- English
- Spanish
- French

EDUCATION

MASTER OF FINE ARTS IN ANIMATION,
SCHOOL OF VISUAL ARTS

ACHIEVEMENTS

- Recipient of the Animation Guild Award for Outstanding Achievement in Animation.
- Successfully led a project that won the Game Developers Choice Award for Best Technology.
- Increased animation efficiency by implementing new software tools, resulting in a 20% reduction in production time.