MA

Phone: (555) 234-5678

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Address: San Francisco, CA

Website: www.michaelanderson.com

EXPERTISE SKILLS

- Real-Time Animation
- Virtual Reality
- Agile Development
- User Experience Design
- Animation Software
- Prototyping

LANGUAGES

- English
- Spanish
- French

CERTIFICATION

- Bachelor of Arts in Animation and Game Design, University of California, Santa Cruz

REFERENCES

John Smith
Senior Manager, Tech Corp
john.smith@email.com

Sarah Johnson
Director, Innovation Labs
sarah.j@email.com

Michael Brown
VP Engineering, Solutions Inc
mbrown@email.com

MICHAEL ANDERSON

SENIOR VR TECHNICAL ANIMATOR

Innovative Technical Animator with a specialized focus on real-time animation techniques within the virtual reality landscape. Extensive experience in developing immersive experiences that engage users through dynamic character animations and interactive environments. Adept at utilizing state-of-the-art animation software and tools to create compelling narratives that resonate with audiences.

PROFESSIONAL EXPERIENCE

Oculus Studios   *Mar 2018 - Present*
Senior VR Technical Animator

- Designed and executed real-time character animations for immersive VR experiences.
- Collaborated with developers to ensure animations responded accurately to user inputs.
- Utilized Unity and Maya to create and optimize VR animations.
- Conducted user testing sessions to gather feedback on animation performance.
- Developed animation prototypes for new game mechanics and features.
- Trained team members on best practices for VR animation development.

Valve Corporation   *Dec 2015 - Jan 2018*
Technical Animator

- Created animations for characters and objects in a variety of VR games.
- Worked with the design team to develop character movement systems that enhance gameplay.
- Optimized existing animations to improve performance on VR platforms.
- Participated in brainstorming sessions to develop innovative animation solutions.
- Utilized proprietary VR tools to enhance the realism of animations.
- Provided ongoing support and updates for animation assets post-launch.

ACHIEVEMENTS

- Developed a VR animation that received accolades at the VR Awards 2021.
- Contributed to a project that won the Best Innovation Award at the Game Developers Conference.
- Reduced animation loading times by 40% through optimization techniques.