



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

SKILLS

- Mobile Game Animation
- Performance Optimization
- Unity
- Character Design
- Cross-Functional Collaboration
- Agile Methodologies

EDUCATION

BACHELOR OF FINE ARTS IN GAME DESIGN, UNIVERSITY OF ILLINOIS

LANGUAGE

- English
- Spanish
- German

ACHIEVEMENTS

- Contributed to a mobile game that achieved over 10 million downloads.
- Recognized for outstanding animation quality by the Mobile Game Awards.
- Improved animation load times by 35% through optimization efforts.

Michael Anderson

MOBILE TECHNICAL ANIMATOR

Dynamic Technical Animator with a strong focus on mobile game development, specializing in creating engaging and fluid animations that enhance player experience. Demonstrates a keen understanding of the limitations and opportunities presented by mobile platforms, ensuring that animations are optimized for performance without compromising quality. Proven ability to collaborate effectively with cross-functional teams, including game designers and developers, to create animations that are seamlessly integrated into gameplay.

EXPERIENCE

MOBILE TECHNICAL ANIMATOR

Rovio Entertainment

2016 - Present

- Developed animations for mobile games that enhanced user engagement.
- Collaborated with designers to create intuitive character movements.
- Utilized Unity and Spine for animation integration.
- Conducted performance tests to ensure animations ran smoothly on various devices.
- Participated in agile sprints to align animation goals with development timelines.
- Provided feedback to improve overall animation quality and efficiency.

TECHNICAL ANIMATOR

Supercell

2014 - 2016

- Created character animations for popular mobile titles, focusing on fluidity and responsiveness.
- Worked with the art team to align animations with game art style.
- Utilized proprietary tools for animation optimization on mobile platforms.
- Conducted user testing to gather feedback on animation effectiveness.
- Collaborated with sound designers to integrate audio with animations.
- Provided ongoing support for animation updates post-launch.