

MICHAEL ANDERSON

Senior Technical Animator

- San Francisco, CA
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Distinguished Technical Animator with over a decade of experience in the gaming and film industries, specializing in the creation of lifelike animations and dynamic character movements. Proven expertise in leveraging cutting-edge technologies and methodologies to enhance visual storytelling and user engagement. Demonstrated ability to collaborate with multidisciplinary teams to ensure the seamless integration of animation within broader project frameworks.

WORK EXPERIENCE

Senior Technical Animator | Epic Games

Jan 2022 – Present

- Led the animation pipeline for multiple AAA titles, ensuring high fidelity and performance optimization.
- Collaborated with game designers and artists to develop character animations that enhance gameplay mechanics.
- Utilized Unreal Engine to implement real-time animation adjustments based on player feedback.
- Conducted training workshops for junior animators on advanced animation techniques and software usage.
- Developed custom animation rigs that improved workflow efficiency by 30%.
- Monitored and refined animation assets to maintain visual consistency and quality across projects.

Technical Animator | Lucasfilm Animation

Jul 2019 – Dec 2021

- Designed and executed character animations for feature films, focusing on emotional expression and realism.
- Worked closely with directors to align animation styles with narrative goals and artistic vision.
- Implemented motion capture data to create fluid and believable character movements.
- Optimized animation assets for rendering efficiency, reducing production time by 20%.
- Participated in cross-departmental reviews to ensure animation quality and coherence in storytelling.
- Contributed to the development of proprietary animation tools that improved team productivity.

SKILLS

Animation Unreal Engine Motion Capture Rigging Character Design Team Collaboration

EDUCATION

Bachelor of Fine Arts in Animation

2015 – 2019

Rhode Island School of Design

ACHIEVEMENTS

- Awarded "Best Animation" at the Game Developers Choice Awards for groundbreaking work on a major title.
- Recognized for outstanding performance with a company-wide award for innovation in animation techniques.
- Successfully led a team project that resulted in a 50% increase in user engagement metrics post-launch.

LANGUAGES

English Spanish French