



# MICHAEL ANDERSON

VFX Artist

Dedicated VFX Artist with substantial experience in the gaming industry, focusing on character animation and environment design. A proven ability to create dynamic and engaging visuals that enhance gameplay experience. Skilled in collaborating with game developers and artists to ensure seamless integration of visual effects into interactive environments. Strong understanding of animation principles and a keen eye for detail.

## WORK EXPERIENCE

**VFX Artist**

2020-2023

Game Changers Studio

- Designed and animated character visual effects for various game titles.
- Collaborated with the design team to create immersive environments.
- Utilized Blender and Unity for asset creation and integration.
- Conducted performance testing to ensure optimal gameplay experience.
- Participated in creative meetings to brainstorm innovative concepts.
- Maintained detailed documentation of visual effects processes.

**Junior VFX Artist**

2019-2020

Pixel Play

- Assisted in the creation of visual effects for mobile game projects.
- Supported senior artists in the animation process.
- Learned to utilize various VFX tools and techniques.
- Participated in user testing to gather insights on visual impacts.
- Contributed to the development of marketing materials for game launches.
- Maintained organized files and project documentation.

## ACHIEVEMENTS

- Contributed to a game that was nominated for Game of the Year.
- Improved visual effects rendering speed by 25% through optimization.
- Recognized for outstanding teamwork and creativity during development.

## CONTACT

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## EDUCATION

**Bachelor of Fine Arts in Game Art**

Full Sail University

2016-2020

## SKILLS

- Blender
- Unity
- character animation
- environment design
- collaboration
- creativity

## LANGUAGES

- English
- Spanish
- French