MICHAEL ANDERSON

LEAD VISUAL EFFECTS ARTIST

CONTACT

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San Francisco, CA

SKILLS

- Unreal Engine
- Unity
- Particle Systems
- Shaders
- Real-time Rendering
- Asset Optimization

LANGUAGES

- English
- Spanish
- French

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER GRAPHICS, TECH UNIVERSITY, 2012

ACHIEVEMENTS

- Received 'Excellence in Visual Effects' award at the Game Developers Conference 2021.
- Contributed to a game that won 'Game of the Year' at the Global Game Awards.
- Developed a proprietary tool that reduced rendering times by 40%.

PROFILE

Accomplished Visual Effects Artist with extensive experience in the gaming industry, specializing in real-time rendering and interactive media. Demonstrates a strong proficiency in leveraging cutting-edge technologies to create immersive visual experiences that enhance gameplay. Highly skilled in collaborating with game designers and artists to conceptualize and produce visually striking effects that elevate narrative elements.

EXPERIENCE

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Pixel Dynamics

2016 - Present

- Directed the visual effects team in creating effects for AAA game titles.
- Developed particle systems and shaders to enhance game aesthetics.
- Collaborated with programmers to ensure optimal performance in real-time applications.
- Conducted workshops on visual effects techniques for team members.
- Established best practices for asset management and workflow.
- Streamlined the visual effects pipeline, improving efficiency by 30%.

VISUAL EFFECTS ARTIST

Game Innovations

2014 - 2016

- Created engaging visual effects for mobile and console games.
- Utilized Unreal Engine to design and implement dynamic effects.
- Collaborated with artists and designers to ensure cohesive visual style.
- Optimized assets for performance across various platforms.
- Participated in playtesting to refine visual elements based on feedback.
- Produced documentation for visual effects processes and techniques.