CHRIS ANDERSON

Animator

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PROFILE

A creative animator with eight years of experience in multimedia and game animation, specializing in 3D modeling, VFX, and storytelling. Skilled at working collaboratively with production teams to deliver high-quality, engaging animations for various media platforms.

KEY SKILLS

- 3D animation
- Motion graphics
- Unity and Unreal Engine
- Storyboarding
- Visual storytelling

PROFESSIONAL EXPERIENCE

Animator, Apex Studios, Los Angeles, CA | March 2019 – Present

- Developed animations for action-adventure games, contributing to two releases that generated over $15 million in revenue
- Utilized Autodesk Maya to design realistic character movements and environmental interactions, increasing player engagement by 20%
- Collaborate with writers and sound designers to create seamless cutscenes and immersive storytelling

Junior Animator, Visionary Arts, Los Angeles, CA | July 2017 – February 2019

- Designed motion graphics for commercials and short films, receiving positive client feedback for creativity and quality
- Assisted senior animators in integrating assets into Unity and Unreal Engine
- Provided detailed storyboards for animation projects, reducing production timeline discrepancies by 15%

EDUCATION

Bachelor of Fine Arts (B.F.A.) Animation | May 2017

University of California, Los Angeles, CA,

CERTIFICATIONS

- Autodesk Maya Certification | 2018, ,
- Adobe After Effects Certification | 2017, ,