Seth Salts

Character Technical Artist
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SethSalts@ANIMATORINC.com

Software:

- Maya
- 3DS
- Unity
- Unreal Development Kit
- Photoshop
- Flash
- After Effects
- Illustrator
- Microsoft Office, PowerPoint

Skills:

- Character Rigging
- Unity Character Implementation
- Unreal Character Implementation
- Mecanim
- Blueprint Design

Education:

- The Art Institute of Seattle   December 2014
    - Bachelor of Fine Art in Game Art & Design

Industry Experience:

- Dark Tonic Games Studio (Intern)   June 2014 - February 2015
    - Character Technical Artist
- My primary role was the direction and implementation of all character and weapon rigging, along with creation of mecanim Trees.

- Serellan   February 2015 –November,15 2015
    - Technical Animator
- My primary role was the direction and implementation of all character and weapon rigging. In addition, my responsibilities included character and environmental animations. I also helped with building and polishing blueprint classes and overall daily build reviews.

Titles: Epsilon

- Virtually Live   September 2016 – March 2017
    - Technical Animator
- My primary role was the direction and implementation of all character and animation assets in Unreal. In addition, my responsibilities included character rigging and the building of both character blueprint assets and animation trees.