

# Seth Salts

Senior Technical  
Animator

## CONTACT

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## SOFTWARE / SKILLS

- Unreal
- Maya
- Python
- Character / Weapon Rigging
- Animation Blueprint Design
- IK Systems
- Unreal Sequencer
- Mocap Pipeline
- Character Pipeline
- Control Rig
- Vehicle Rigging
- Vehicle Unreal Pipeline
- Character Physics Pipeline
- Anim Dynamics

## PROFESSIONAL EXPERIENCE

### Senior Technical Animator | 2017–2025

Undead Labs | Titles: State of Decay 2 and 3

- Creation and maintenance of character animation blueprints.
- Weapon Rigging and unreal pipeline maintenance
- Character Foot and Hand IK systems
- Mocap Pipeline
- Vehicle Pipeline and Physics Systems
- Maya python Tool Creation

### Technical Animator | February 2020– July 2020

343 Industries | Titles: Halo Infinite

- Character Rigging and skinning

### Technical Animator | September 2016– March 2017

Virtually Live | Unannounced Project

- Direction and implementation of all character and animation assets in Unreal
- Character rigging
- Character Animation blueprint creation.
- 3DS Max to Maya Animation proccesing pipeline

### Technical Animator / Gameplay Designer | February 2015– November 2015

Serellan | Epsilon

- Creation of Character and Weapon Animation Blueprint
- Character rigging
- Blueprint design

## EDUCATION

### The Art Institute of Seattle December 2014

- Bachelor of Fine Art in Game Art & Design