

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 Llive | Unannounced Project

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