



James Salter

ANIMATOR - WWW.SALTYANIMATION.COM - SALTY@SALTYANIMATION.COM - (818-795-2342)

Experience

FIRST CONTACT ENTERTAINMENT

SENIOR ANIMATOR - March 2021 to Present

ANIMATOR - January 2019 to March 2021

Created hand keyed and motion capture animation for virtual reality video games. Did storyboarding, layout, and final camera and character animation for marketing cinematics. Took initiative to write department documentation, including tool suite documentation, tutorials, and best practices guidelines. Assisted tech art team with rigging as needed.

Titles Include:

- Firewall: Zero Hour
- Solaris: Offworld Combat

MAGNOPUS

ANIMATOR - April 2017 to January 2019

Created narrative focused animations for virtual reality and augmented reality projects. Storyboarded, pre-vised, rigged, and animated conceptual UI and environmental elements.

Titles Include:

- Blade Runner 2049: Memory Lab
- CNN VR
- Two unannounced projects

SECTION STUDIOS

ANIMATOR - May 2016 to February 2017

Animated characters, quadruped and winged creatures, environment assets, and UI elements. Worked directly with clients and art director to execute their vision.

Titles Include:

- Eclipse
- House Flip w/ Chip and Jo
- Awake VR

Education

GNOMON SCHOOL OF VISUAL EFFECTS

DIGITAL PRODUCTION FOR ENTERTAINMENT - April 2014 to March 2016

Focused on fundamental animation concepts, software techniques and acting skills to capture believable and appealing character performances. Studied both traditional and computer animation methods. Co-founded the student animation club.



SKILLS

- Character/creature animation
 - Mocap
 - Rigging
- Storyboarding

SOFTWARE

- Maya
- Unreal Engine 4
- Photoshop
- After Effects
- Premiere

AWARDS

- Clio Award for
Blade Runner 2049: Memory Lab