

Allen

Salvador

3D ANIMATOR

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INSOMNIAC GAMES

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Hello Insomniac Games Recruiting!

I am applying for the Undergraduate Animation Intern position in Burbank, California.

Insomniac Games is an inspiring company that creates high-action gameplay, intertwined with rich storytelling that includes characters with diverse backgrounds. Representing that combination of ideologies, Insomniac's Sunset Overdrive is a prime example of incredibly stylized storytelling with wacky animation that I wish to achieve. Sunset Overdrive featured an incredibly dynamic movement system and an interactive open world setting that displays masterful work in style and iconography. I would love to be a part of the community at Insomniac Games helping to bring the elements necessary to create games like Sunset Overdrive!

My ability to develop high quality performances and cycles would make me a great addition to the Insomniac Game's animation team. All the pieces within my reel (Felicity, Pilot, Ystra, and Zelda) were each created on a week-to-week basis for my animation classes. Each piece was critiqued twice a week and then turned in the upcoming week. This process helped me create animations within a routine and helped me understand important steps in project development like blocking, splocking, spline, and final. These phases are important to my workflow so that my work can be accurately tracked by my professor, and that I can predict if I am ahead or behind a deadline according to notes and critique.

I'm always looking to improve and grow as an animator. I love to learn, and my favorite activity, mod creation, necessitates research and communication with others to edit and create assets. I flourish in spaces where I'm allowed to collaborate, understand, and search for solutions that may have otherwise been neglected. Like when I was modding in Don't Starve Together, I had encountered an issue where the hat asset was not appearing on certain angles of the character. To fix it, I communicated with members on community forums and looked at past topics and found that the hat was improperly tagged within the code. From that venture I was also able to make the hat as an item, allowing the character to unequip the hat and craft it as an item. Collaboration is the name of my game, and I enjoy actively communicating with my peers and creating bonds that could benefit the overall environment at Insomniac Games.

Learning is very important to me, and it has helped me strive for high-quality animation. My willingness to learn has pushed me to grasp the proper fundamentals of animation such as the principles, dedicated workflow, the ability to digest feedback, give feedback, and finally communicate. That's why I believe I'm a great candidate for Insomniac Games. I look forward to your response, thank you for your time and consideration!

Sincerely,

Allen Salvador