

ALLEN SALVADOR

Game Animator

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INTRODUCTION

I'm a very happy-go-lucky animator that is very will-full and driven. I love being open to all facets of the 3D pipeline, my most favourite being animation. I have proficiency in a variety of programs such as Autodesk Maya, Blender, Unity, and even far-flung programs like Blockbench and Roblox's animator tool. I excel at exploring programs, finding their unique quirks and working under scenarios which require research and flexibility.

PROFESSIONAL EXPERIENCE

ACCOUNTS PAYABLE, WORK STUDY (May 2021 – Present)

University of the Incarnate Word, San Antonio, TX

- Major focus in organization and labelling multiple company names and differentiating high dollar vs low dollar costs.
- Filing and scanning papers, understanding invoices and direct deposits.
- Understanding technician needs and alleviating them of menial tasks.
- High emphasis in communication between four other technicians which requires teamwork.

RELEVANT EXPERIENCE

Skyrim Modding (May 2017 – Present)

Personal Work

- Used Bethesda's modding tools to develop mods.
- Utilized the program zEdit to interact with file pathways to mitigate mod obstructions and overlaps.

Don't Starve Together Modding (May 2019 – Present)

Personal Work

- Edited code files that used the language, C++.
- Requires understanding of code sequences, tags, and rules to proficiently edit existing DST characters.
- Utilized existing DST forums and collaboration with player community to further aid my understanding of DST code to benefit my creations/edits.

EDUCATION

Bachelor of Fine Arts in 3D Animation and Game Design, Animation

(May 2026)

University of the Incarnate Word, San Antonio, Texas

KEY SKILLS

Autodesk Maya, Rigging

- Basic knowledge in tool creation with Maya's MEL & Python
- Adept at rigging bipedal characters

Autodesk Maya, 3D Animation

- Proficient in keyframe animation.

Unity, Unreal, Blender

- Proficient in importing models and animations into engine.