

SAL ASIMOS

STOP MOTION ANIMATOR, FABRICATOR

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Bachelors of Fine Arts - 2D & Technical Animation

SEP 2022 - MAY 2026

EXPERIENCE

"MOTICOS" Stop Motion Short Film

July 2025 - Present

3D Printing Lead, Stop Motion Animator, Fabricator, Compositing Supervisor

- Led 3D modeling and printing of hero car prop, with a focus on utility and easy integration into stop motion production workflows
- Animated complex multi-character performance shots, utilizing video reference and 2D previsualization
- Fabricated set and character assets with attention to surface detail, texture, and visual consistency under lighting
- Supervised compositing process to integrate elements seamlessly and produce a polished end product

"FISHERMAN'S CURSE" Stop Motion Short Film

March 2025 - June 2025

Stop Motion Animator, Fabricator, 2D Previs Animator

- Animated performance heavy shots featuring human and creature characters, emphasizing weight, comedic timing, and physical realism
- Designed and fabricated custom rigs to support complex motion and performance needs
- Fabricated character and set assets with a focus on utility and production efficiency

"HAVE A NICE DAY" 3D Proof of Concept

March 2024 - August 2024

Environment Lead, 3D Modeler, Texture Artist

- Modeled prop and character assets, maintaining clean topology and production-ready UV layouts
- Hand-painted stylized textures in Substance Painter for props and characters, emphasizing material clarity and visual appeal
- Established production workflows, timelines, and file structure to support efficient and consistent asset creation
- Assembled and lit final assets in Unreal Engine to achieve cohesive lighting and unified visual presentation

"BIRD'S EYE" 2D Short Film

September 2025 - December 2025

Director, Co-Producer, 2D Animator

- Head animator for monster character, focusing on expressive performance and dramatic timing
- Lead storyboard artist, planning shot composition, staging, and character performance to support clear visual storytelling
- Managed all aspects of story, layout, animation, and scheduling

SOFTWARE

DRAGONFRAME | MAYA | ZBRUSH | PHOTOSHOP | SUBSTANCE PAINTER & DESIGNER | TOONBOOM HARMONY | UNREAL ENGINE | ADOBE SUITE

SKILLS

ATTENTION TO DETAIL | ORGANIZATION | CLEAR COMMUNICATION | TRADITIONAL PAINTING KNOWLEDGE