

SAL ASIMOS

3D ENVIRONMENT ARTIST

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EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Bachelors of Fine Arts - 2D & Technical Animation

SEP 2022 - MAY 2026

EXPERIENCE

"MOTICOS" Short Film

July 2025 - May 2026

3D Modeler, Set Fabricator, Stop-motion Animator, 2D Previs

- o Responsible for modelling and 3d printing a scale car to be used in a stop-motion set
- o Worked with Director and Art department to translate concept art into functional stop motion assets
- o Created to-scale stop-motion set pieces with a focus on stylization, and utility.

"HAVE A NICE DAY" Concept Pitch

March 2024 - August 2024

Environment Lead, Technical Producer, Modeler and Texture Artist

- o Created production timelines, technical guides, and file templates to ensure efficient workflow practices throughout the team
- o Managed and supervised production at all stages, providing feedback and handled deliverables
- o Produced high quality props with close attention to clean topology and texture minded UVs
- o Assembled and lit final assets in Unreal Engine

"WHITTLE ME THIS" Short Film

March 2025 - April 2025

Texture Artist

- o Created hand painted, stylized textures for props
- o Responded to feedback and critiques, implementing changes quickly
- o Substance Painter, Google Suite, Discord

"MIGHTY MAID" Short Film

March 2024 - June 2024

3D Generalist, 2D Animator

- o Modeled and textured stylized 3D props and characters
- o Lit, rendered, and composited 3D animation, seamlessly integrating assets into the 2D style of the film
- o Provided 2D rough animation, cleanup, and color

SOFTWARE

MAYA | ZBRUSH | SUBSTANCE PAINTER/DESIGNER | MARMOSSET
UNREAL ENGINE | SPEED TREE | ADOBE SUITE | TOONBOOM SUITE

SOFT SKILLS

ATTENTION TO DETAIL | PROJECT MANAGEMENT | CLEAR
COMMUNICATION | TRADITIONAL ART KNOWLEDGE