

Steven Salinas

Environment Artist

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Development Experience

9/2016 - 10/2016

Art Intern – Dynamic Attractions

Theme park attraction Art design – Generalist Artist

- Created environments for multiple projects
- Also responsible for hero props Modeling/Texturing
- Importing/Animating and placement of animations
- Creation, placement, and set dressing of unreal engine sequences
- Multiple Level Management

3/2016 - 6/2016

Game Artist, DETOUR – *Virtual Reality Tour*

The Digital Animation and Visual Effects School Production Class

- Modeling props and environment
- Texturing of assets including uv layout
- Blueprint animation creation
- Block out pre-vis hand key animation
- Mocap animation clean up
- Rigging and setup
- Implementation of source control
- Environment lighting
- Looping idle creation

Education

9/2014 – 6/2016

The Digital Animation and Visual Effects School (The Dave School)

Game Production Program

Software Knowledge

• Unreal Engine 4	• Modo
• Photoshop	• Perforce
• Maya	• Marmoset Toolbag 2
• Perforce	• 3DS Max
• Unity	