



Salman Hashmi
Animator / Animation Director
 619-995-9558
Salman.J.Hashmi@gmail.com
www.salmanhashmi.com



OBJECTIVE

Passionate about creating high quality and stylized animation in both CG and 2D mediums. Possess a strong desire to strategize, create, develop, and produce high quality cartoons, series and films in a team environment.

EXPERIENCE

Halon

March 2018 - June 2020

Senior Animator

- KeyFrame and Motion Capture Animation AAA Game Launch Trailer: "New World"
- Keyframe and Motion Capture Manipulation AAA Game Trailer: "Bloodlines 2"
- Hand key realistic Facial Animation and Body clean up for AAA Game Cinematic "Disintegration"
- Previs, Layout, Animation: Paramount Feature Film "Snake Eyes"
- Mocap and Hand Keyed Animation for Outer Worlds AAA Game Launch Trailer
- Mocap and Hand Keyed Animation for "Borderland 3" E3 AAA Game Trailer & Launch Trailer
- Previs, Layout, Animation: "Call of the Wild"
- Previs, Layout, Animation: "Ford V. Ferrari" Feature Film
- Creature Animation Unannounced Film Title
- Game Cinematic for Just Cause 4: MoCap Cleanup/Hand Keyed Animation

Mojiit

August 2018 - October 2018

Lead / Senior Animator

- Created/Developed in App Character Animations & Personality for Avatar
- Created Mobile/Text Animations and Developed Storyboards

Bardel Entertainment

August 2015 - December 2017

Lead Animator - Dreamworks DinoTrux Supercharged

- Annie Award Nominated Episode "Crabcavator"
- Led a team of 9-10 animators, critiquing work, maintain style quality of show.
- Coordinating between Producer, Director, Animation Supervisor and Technical Director to ensure all necessary assets are available and in place for animation team.
- Created Cycles and developed personality for new characters
- CG Keyframe Animation in Maya.
- Helped lead Jr. animators to be on show standards
- Layout and Camera Animation for Full Sequences

Freelance Designer

September 2007 - Present

Multi Media Artist, Designer, Animator

- Combination of CG Keyframe Animation, CG Modeling/Rigging
- Graphic Design, Illustration, UI/UX Design, Storyboards

Double Take Media Services

March 2013 – April 2013

Character Animator - Secret Defenders of the Spiral Isles

- CG Character Animation in Maya

Character Animator - Metagenics - 30 Min Animated Infomercial

November 2007 – March 2008

- CG Character Animation in Maya

Pendulum Studios

November 2008 – January 2009

Animation Intern

- Realistic Hand Keyed Facial Animation in Maya

EDUCATION

Animation Mentor - Certificate in Character Animation

The Art Institute of California-San Diego - Bachelors of Science Degree Media Arts and Animation

SKILLS & SOFTWARE

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|-------------------------|-----------------------|------------------|
| • 2D / 3D Animation | • Maya | • Adobe Animate |
| • Motion Graphics | • 3D Studio Max | • Adobe Premier |
| • Editing | • Adobe Photoshop | • Adobe CC |
| • Design / Illustration | • Adobe After Effects | • Unreal / Unity |