

Saleh Abazari

A n i m a t o r

CONTACT

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Technical SKILLS

- Character Animation
- Keyframe Animation
- Motion Capture Integration
- Character Rigging, Skinning and weight painting.
- Lip Sync and Facial Animation
- Cutscene Animation
- Cinematic Camera Work
- 3D Modeling
- Experienced in managing technical and creative aspects of animation assets
- Software Proficiency: Maya, 3Ds Max, Adobe Suite, Motionbuilder, Unreal Engine 5, Unity

Soft SKILLS

- Effective communication skills to collaborate with cross-functional teams.
- Strong problem-solving abilities, particularly in troubleshooting animation-related issues.
- Ability to adapt to new tools, techniques, and project requirements
- A team player with the capacity to work in a collaborative and dynamic game development environment.
- Efficient time management to meet project deadlines and milestones.
- Keen attention to detail to ensure animations are visually polished.

REFERENCES AVAILABLE UPON REQUEST

ABOUT

As a dedicated 3D Animator with over 3 years of experience, my mission is to bring characters to life through compelling, fluid animation, enhancing both gameplay and cinematic storytelling. I focus on creating immersive experiences by refining animation details while ensuring seamless technical execution. My passion lies in collaborating with cross-functional teams to deliver top-quality results, meeting project milestones efficiently and adapting to evolving tools and techniques in the dynamic world of animation.

WORK EXPERIENCE

Dec 2023 – Apr 2024 **Animator/ Rigger** (Toronto, Ontario)
'Demon Hunter'

- Created high-quality keyframe Animations for Archer Demon and Sword Demon characters.
- full-body character Animations. Collaborated with the Animation Lead and Director to enhance gameplay experiences through refined animations.
- Worked with modelers to optimize character models for rigging and gameplay integration, solving implementation challenges.
- Designed and implemented Animation state machines using proprietary tools.
<https://demonhunterdemo.itch.io/demon-hunter>

May 2023 – Aug 2023 **Animator/ Rigger** (Toronto, Ontario)
'Brush with Faith'

- Rigged the main character and developed Animations to enhance the game's unique style.
- Seamlessly integrated Animations into the game engine, working closely with the development team.
- Troubleshoot and resolved Animation issues during development, ensuring high-quality performance.
<https://rhaps.itch.io/brush-with-faith>

Feb 2019 – Aug 2020 **Animator** (Iran, Kerman)
'Aran Studio'

- Contributed to the production of "The Queen" animation project, animating two key scenes with attention to detail and storytelling skills.
- Created animations for crowd characters, enriching the project's visual appeal and diversity

EDUCATION

● **Ontario College Advanced Diploma**
Game Art - George Brown College

● **Bachelor of Science in Architecture**
Azad University of Kerman

INTERESTS

- **Video Games** (Action-adventure, Strategic)
- **Reading Books** (self development, Fantasy, Philosophy)
- **Philosophy** • **Cooking**