

Jose M. Salas

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WEBSITE

<https://www.josesalas3d.com/professional>

TECHNICAL SKILLS

Computer: Maya, Zbrush, Substance Painter + Designer, Adobe Suite, Nuke, Deadline, Vray, Unreal, Houdini, Solaris, 3ds Max, Corona

EMPLOYMENT EXPERIENCE

3D Generalist

Apr 2026 – Present

Bloc Digital | Wichita, KS

- Model, animate, light, and render high-quality 3D assets and environments using 3ds Max and Corona Renderer.
- Create photorealistic architectural visualizations and marketing animations from concept through final delivery.
- Create smoke, fire, explosion, and volumetric simulations using Phoenix in 3ds Max, and develop particle simulations and motion graphics effects using TyFlow.
- Composite, edit, and prepare final animations using Adobe After Effects.
- Collaborate with designers and project managers to deliver visually compelling content on schedule.
- Optimize scenes, lighting, materials, and render settings to balance image quality and production efficiency.

3D Generalist

Nov 2023 – Apr 2026

Freelance | Commerce, CA

- Delivered high-quality 3D generalist work for film and commercial clients, covering the full VFX pipeline from modeling to compositing.
- Created and integrated 3D assets and environments into live-action footage with a focus on realism, matching lighting, perspective, and camera motion.
- Performed advanced keying and rotoscoping to isolate characters and objects for compositing and VFX integration.
- Delivered seamless 3D and 2D compositing, using techniques like camera projection, matchmove, and lighting passes.

3D Artist

May 2022 – August 2023

Rough Draft Studios | Glendale, CA

- Modeled 3D assets to match the unique 2D visual style of *Futurama* and *Disenchantment*.
- Animated and composited full scenes from storyboards and X-sheets through final 3D renders.
- Applied feedback from CGI Supervisor and Director to meet both technical and artistic standards.
- Integrated 3D elements with 2D characters, effects, and backgrounds in complex multi-disciplinary scenes.

EDUCATION

California State University, Northridge

Jun 2022

Bachelor of Arts, Art

Minor in Philosophy

References available upon request