

SALAR SALEH

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<https://salarsaleh.com/demoreel/games.php>

Work Experience:

- 3/2015 – present **SENIOR LEAD VFX ARTIST**
Raven Software, Madison, WI
Leading VFX team and creating VFX content for Call of Duty at Activision.
Art Track Lead for Activision's Studio Summit – an annual internal dev conference.
- 12/2014 – 01/2015 **VISUAL EFFECTS SUPERVISOR, COMPOSITOR**
Logan, New York
VFX Supervision and compositing for *Northrop Grumman Super Bowl* commercial.
- 05/2014 – 11/2014 **LIGHTING TECHNICAL DIRECTOR**
Industrial Light & Magic, San Francisco
Lighting and rendering for the upcoming Brad Bird feature film *Tomorrowland*.
- 12/2011 – 05/2014 **CG SUPERVISOR**
Charlex, New York
Supervising Charlex 3D department for clients including *Verizon, Hershey's, General Mills, Subway, TrueValue, Jarritos, Clairol* and more. Wrote tools to facilitate more efficient workflows. Conducted R&D to assess when and how to implement new pipelines, software, and methodologies.
- 07/2009 - 12/2011 **SENIOR LIGHTING TD**
Charlex, New York
Lit 60% of shots, supervised lighting, matte painting, texture painting for Charlex in-house short film *ShapeShifter*. Wrote lighting tools and scripts to facilitate working with large scenes. Lighting and compositing for commercial clients including *Verizon, Hershey's, Subway, Ribena, Almay*.
- 06/2008 - 07/2009 **DIGITAL SUPERVISOR**
Rhythm & Hues, Los Angeles
Supervised lighting, compositing, FX, matte painting, look development, modeling and texturing for *Fast and Furious*.
- 10/2002 - 06/2008 **LIGHTING SUPERVISOR, LEAD LIGHTING TECHNICAL DIRECTOR**
Rhythm & Hues, Los Angeles
R&D, sequence supervision, look development supervision, lighting workflow supervision, team structure organization, lighter education and training for *The Golden Compass, Happy Feet, Superman Returns, The Chronicles of Narnia: The Lion, the Witch and the Wardrobe*, and *Elektra*. Lighting, look development, pipeline setup, and R&D for *X Men 2* and *Garfield: The Movie*.
- 9/2001 - 10/2002 **DIGITAL ARTIST / COMPOSITOR**
DreamWorks, Los Angeles
FX, lighting, modeling, animation, and compositing for Visual Effects Emmy Nominated *Steven Spielberg Presents: Taken* miniseries.
- 8/2001 - 9/2001 **DIGITAL ARTIST**
Digital Domain, Los Angeles
Lighting, animation, shot setup and pre-compositing for Dodge commercials.
- 4/2001 - 7/2001 **LIGHTING TECHNICAL DIRECTOR**
Rhythm & Hues, Los Angeles
Lighting, compositing and texture painting for the Warner Bros. feature *Cats and Dogs*.
- 8/2000 - 4/2001 **DIGITAL ARTIST / COMPOSITOR**
Threshold Digital, Los Angeles
- 2/2000 - 7/2000 **ANIMATOR**
Netter Digital Entertainment, Inc., Los Angeles
- 7/1998 - 1/2000 **DIGITAL ARTIST**
Station X Studios, Los Angeles

Education:

9/1995 - 4/1999

University of California, Los Angeles

Mass Communication, B.A., Magna Cum Laude

Phi Beta Kappa

Golden Key International Honour Society

Awards:

- Visual Effects Emmy nominated for the miniseries *Spielberg Presents: Taken*
- Winner of Activision's Raven Award for outstanding work that exemplifies Raven's culture and values
- Winner of Activision's Sledgehammer Hard Hitter Award for outstanding contributions to our games

Award-Winning Film Projects:

- Lighting Supervisor on Visual Effects Oscar winner *The Golden Compass*
- Lighting Supervisor on Animated Feature Oscar winner *Happy Feet*
- CG Sequence Supervisor on Visual Effects Oscar nominee *Superman Returns*
- Lighting Supervisor on Visual Effects Oscar winner *The Chronicles of Narnia*

Skills:

- **3D:** Maya, Katana, Houdini, Mudbox, FumeFX. Familiar with 3ds Max, ZBrush
- **Renderers:** Arnold, V-Ray, RenderMan, Krakatoa, Mantra, MentalRay
- **Hair Systems:** Shave and a Haircut, R&H proprietary hair system
- **2D:** Nuke, Photoshop, After Effects, Shake, Digital Fusion
- **Scripting/Coding:** Python, Perl, MEL
- **OS:** Linux, Windows, Mac OS

Other Skills and Activities:

Languages:

Farsi – Fluent

French – Proficient

Spanish – Conversant

Avid photographer

Wilderness Advanced First Aid certified

PADI certified Advanced Open Water Diver

Drummer / percussionist

Game Projects:

- **Call of Duty: Vanguard** (2021) Lead VFX Artist
- **Call of Duty: Black Ops Cold War** (2020) Lead VFX Artist
- **Call of Duty: Modern Warfare** (2019) Lead VFX Artist
- **Call of Duty: Black Ops 4** (2018) Lead VFX Artist
- **Call of Duty: WWII** (2017) Lead VFX Artist
- **Call of Duty: Infinite Warfare** (2016) Senior VFX Artist
- **Call of Duty: Black Ops III** (2015) Senior VFX Artist

Film Projects:

- **Tomorrowland** (2015) Lighting Technical Director
- **ShapeShifter (short film)** (2010) Lighting Lead
- **Fast and Furious** (2009) Digital Supervisor
- **Cirque du Freak** (2009) Look Development
- **The Golden Compass** (2007) Lighting Supervisor
- **Superman Returns** (2006) CG Sequence Supervisor
- **Happy Feet** (2006) Look Development and Sequence Supervisor
- **The Chronicles of Narnia: The Lion, the Witch and the Wardrobe** (2005) Lighting Supervisor
- **Elektra** (2005) Look Development and Lighting Supervisor
- **Garfield** (2004) Lighting Lead and Sequence Lighter
- **X2: X-Men United** (2003) Scene Lighter
- **Steven Spielberg Presents Taken** (2002) Lead Digital Artist
- **Dodge: Truckville – TV Commercials** (2001) Digital Artist
- **Cats and Dogs** (2001) Digital Artist
- **Jackie Chan Presents: Gen-Y Cops** (2000) Digital Artist
- **Dungeons and Dragons** (2000) Digital Artist
- **Chevrolet: Pulled – TV Commercials** (1999) Digital Artist
- **The Hunley** (1999) Digital Artist