

Tania Salamat Cardenas

Animator / Producer / TD

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Employment

Element X Creative Dallas, TX
Animator / Producer / Project Manager 05/10 – 11/10
09/09 – 11/09

- Created 2D animation and motion graphics in After Effects.
- Worked as Producer on multiple projects to set and manage schedules, maintain creative direction, and interface with clients.
- Supervised workload of all team members to meet deadlines and maintain highest quality of work.
- Supervised and trained interns in motion graphics and After Effects.

PiXABLE Studios Dallas, TX
Animator 03/09 – 07/09

Settlers VII

- Animated hero characters in XSI for Settlers VII (RTS game for the PC).
- Created animation cycles for game play ranging from idles to acting to runs.
- Transferred and modified animation for various body types.
- Setup and transferred complex constraint relationships between characters and props.
- Communicated closely with management to identify and isolate rigging and modeling issues.
- Managed workflow efficiently via remote location by use of strict time management and goal oriented scheduling.

Element X Creative Dallas, TX
Animator / Animation TD / Project Manager 05/08 – 03/09

- Animated hero and hero crowd characters for Bowlopolis in XSI.
- Created 3D animation in XSI for a variety of commercial projects.
- Created 2D animation and motion graphics in After Effects.
- Fixed artistic and technical retakes.
- Worked as Project Manager to delegate tasks, approve shots, manage schedules, and interface with clients.

Green Grass Studios Dallas, TX
Animator / Animation TD 05/07 – 05/08

- Animated hero and hero crowd characters including lip sync in 3D Studio Max.
- Blended and manipulated various motion capture files for smooth animation.
- Layered key frame animation in addition to motion capture.
- Programmed MaxScript tools for animation, architectural, and pipeline needs.
- Worked with Morpheme to create networks and blend motion capture files.

Element X Creative Dallas, TX
Animator / Animation TD 09/06 – 01/07

- Animated hero and hero crowd including facial and lip sync animation for BibleQuest.
- Worked with both motion capture and keyframe.
- Fixed artistic and technical retakes.
- Programmed MEL scripts for animation, layout, and editorial.
- Created 2D animation and motion graphics in After Effects.

DNA Productions Irving, TX
Special Ops / Animator 09/05 – 05/06

The Ant Bully

- Animated hero and hero crowd for The Ant Bully.
- Provided pipeline support for the Animation department.
- Fixed artistic and technical retakes.
- Ensured that all animation data was properly exported from Maya and appeared identical in Houdini.
- Communicated closely with programming to identify problems with export scripts.

Assistant Coordinator, Texture Department 06/05 – 09/05

- Managed schedules and scheduled meetings for the Coordinator and Department Head.
- Entered and tracked assignment information in the shot database for each Texture artist.

Animation Intern / Prod. Asst. 08/04 – 06/05

The Ant Bully & Jimmy Neutron

- Animated shots for Jimmy Timmy Power Hour 2.
- Worked on animation projects assigned by the Animation Leads.
- Attended all available meetings from preproduction to postproduction.

Skills

Maya	XSI	3D Studio Max	Houdini	After Effects
MEL	C++	MaxScript	Photoshop	Premiere

Education

University of Texas at Dallas, Bachelor of Arts – Arts and Technology

Magna cum Laude