Jacob Salazar

MODELING / LOOK-DEVELOPMENT

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EXPERIENCE

August 2024 - Present
UNIVERSITY OF THE INCARNATE WORD

PROFESSOR
San Antonio, Texas

- Teach undergraduate courses in 3D modeling, texturing, look development, lighting, and visual effects.
- Train students in industry-standard tools and production pipelines, drawing on feature-film studio experience.
- Mentor students on portfolio development and preparing for careers in the VFX and animation industry.

January 2026 - June 2026
WITTE MUSEUM

CG SUPERVISOR (CLIENT VFX PROJECT)
San Antonio, Texas

- Built and led a team of artists across the modeling, texturing, and lighting departments to deliver VFX work for the Witte Museum.
- Oversaw asset quality, technical standards, and scheduling across departments from production through final delivery.
- Contributed hands-on FX, modeling, lighting, and compositing work throughout production.

October 2021 - March 2023
SPIN VFX

JUNIOR MODELING / TEXTURE ARTIST
Atlanta, Georgia

- Contributed to feature films such as *Doctor Strange in the Multiverse of Madness*, *Ant-Man and the Wasp: Quantumania*, *Big George Foreman*, and *Saving Bikini Bottom*. With a specialty towards modeling and look development.
- Collaborated closely with the assets, shading, and lighting artists in conjunction with the production team (Asset Supervisor, Producers, VFX Supervisor, and CG Supervisor) to meet technical requirements.
- Worked with an emphasis on the aesthetics and techniques of photo-realistic effects.
- Managed the quality of 3D models and textures for production use in high and low-res formats.
- Modeled hard surface and organic matter.
- Ensured that assets were of quality whilst mindful of given prompts and scheduling parameters.

TECHNICAL SKILLS

MODELING
- Maya
- Zbrush
- Houdini
- Rizom UV

TEXTURING
- Substance Painter
- Mari
- Quixel Mixer
- Adobe Photoshop

LIGHTING / RENDERING
- Arnold
- Katana
- Nuke
- Unreal Engine
- Renderman
- Marmoset

EDUCATION

2018 - 2021
VISUAL EFFECTS M.F.A.
Savannah College of Art and Design

2014 - 2018
ANIMATION AND VISUAL EFFECTS B.F.A.
New Mexico State University