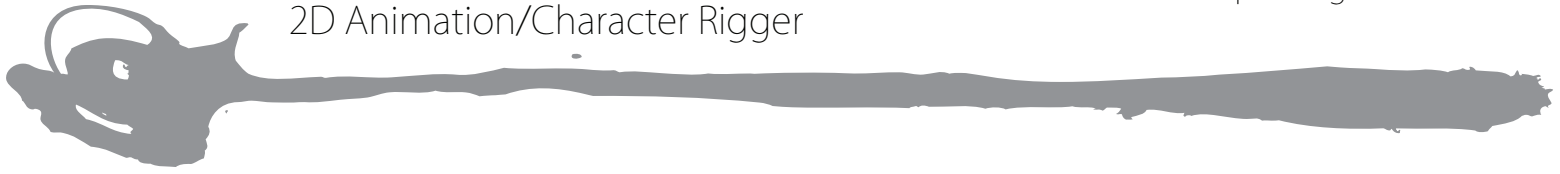


Phillip Salang

2D Animation/Character Rigger

(503) 484 - 3484
PhilSalang@gmail.com
www.PhillipSalang.com



Objective and Goals

To create and develop outstanding animation & design through the 2D medium. To look forward to every job that challenges him to become a better designer, creator, and animator.

Skills & Tools

- Toonboom Harmony
- Adobe Flash
- Spine
- TVpaint
- Adobe After Effects, Photoshop, Illustrator, and Premiere pro

Education

Art Institute of Portland
BFA in Media Arts & Animation 2014

Work Experience

2019 / 2020-2021

Titmouse Inc.
"Bless the Harts Season 1 & 2"
Retake Animator and Prop Design
Providing solutions and additional animation in Toonboom Harmony

2020

Six Point Harness
"UFC Fightlore"
Animation
Creating quality animation in Toonboom Harmony
"Waffles and Mochi"
Additional Animation

2018

Six Point Harness
"COSMOS Season 3"
Retake Animator and Prop Design
Providing solutions and additional animation in Toonboom Harmony

2019

Shadowmachine Productions
"Final Space Season 2"
Retake Animator and Prop Design
Providing solutions and additional animation in Toonboom Harmony

2014-2018

Liquid Development
For client N3twork
"Legendary: Game of Heroes"
Spine Character Animator

For client Studio Artisan
"Super Neptunia RPG"
Effects and Environment Animator

2017-2018

Shadowmachine Productions
"Dallas and Robo"
Providing services in Toonboom Harmony involving Character Animation, Clean up, and Character Rigging for broadcast television animation

2015

Anderson3 Productions
Providing Animation services for a variety of commercial projects

Related Experience

2013

Art Institute of Portland
2D Artist "Fido" Student Production
-Traditional Animator and Clean-up
-Toonboom Artist Lead
-Editing & Composition

2012-2013

"Cinderella"
Short Film at Art Institute of Portland
-Traditional Animator and Clean-up
-Toonboom Ink & Paint