



Kaiya Saley

3D Animator & 2D Designer

- Creative 3D animator and modeler skilled in character design, animation, and storytelling
- A team player with excellent communication skills
- Hardworking with a strong work ethic

Contact



Toronto, Canada



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[Linked In](#)



[Instagram](#)

Education

Honours Bachelor of Animation

Sheridan College

September 2022- April 2026

Software

- Autodesk Maya
- Adobe Substance 3D Painter
- Storyboard Pro
- Zbrush
- Toon Boom Harmony
- Adobe Premier Pro
- Adobe Photoshop
- Adobe Audition

Interests

- Photography
- Snowboarding
- Makeup & Fashion
- Astronomy
- Baking

Projects

3D Animation Co-Lead

Jan 2025 - Mar 2025

3rd Year Group Animation Project - Boxism

- Developed timelines and schedules for animation milestones ensuring deadlines are met
- Regularly checked the progress of animation work and provided constructive feedback
- Produced realistic and stylized animations, focusing on timing, weight, and emotion

Character Design Co-Lead

Sep 2024 - Dec 2024

3rd Year Group Animation Project - Boxism

- Contributed to main character and crowd design
- Developed character turnarounds and orthographic views suitable for 3D modeling

Work Experience

2D Artist

Sep 2025 - Dec 2025

Internship - Vibe Labs Games

- Designed and polished 2D game assets, applying creative problem solving to match the studio's style and visual direction.
- Collaborated closely with the team, iterating on artwork based on feedback to maintain visual consistency and enhance player experience.

Digital Art & Illustration

May 2025 - Jan 2026

Internship + Freelance - Nelson Education

- Created and illustrated visual assets for Grade 1 and 2 decodable books, supporting early literacy and enhancing engagement.
- Collaborated with the team in a Scrum-style workflow, iterating on illustrations based on feedback to maintain consistency and meet project goals.