



DAVID SALINAS

Animation Producer

Contact

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Education

Open University 2017 – 2017

Diploma in Film Business

Tec Milenio 2014 – 2015

Master in Business
Administration

ITESM 2008 – 2012

BA in Animation and Digital
Arts

Skills

- Strategic Decision-making
- Problem Solving
- Resource allocation
- Risk identification
- High level reporting
- Bidding
- Process standarization

Professional Summary

With a strong background in animation and executive production, I specialize in leading teams and delivering high-quality work through strategic planning and collaboration. I've partnered with global studios including Netflix Games, Warner (CW's Superman & Lois), Skydance (Spellbound), and Netflix's Legend Quest. My experience spans two 3D feature films, three VFX/2D series, and multiple shorts. I've also produced branded content for Disney, Hot Wheels, Barbie, Fisher Price, Dinstroller, and Playmobil, building lasting creative and business partnerships.

Experience

2024 - Actual
[Mana](#)

Executive Producer

Specializing in client acquisition and studio operations. Skilled in bidding, budgeting, pipeline planning, production tracking, team leadership, and artist recruitment. Experienced in mentoring producers, managing/creating timelines, and ensuring on-time, high-quality project delivery.

2023 - 2023
[Cinética](#)

Production Supervisor

Only real-time animation content using Unreal Engine, including avatars, mocap, level design, and virtual production. Experienced in process optimization, Autodesk Flow integration, project bidding, scheduling, team coordination, client management. Reporting directly to the CEO and COO.

2023 - Now
[AXD Interactive](#)

Outsourced Project Manager

In game and software development, AI avatars, and mobile apps. Skilled in agile methodology, roadmap planning, sprint management, cross-team communication, QA alignment, and ensuring timely, high-quality project delivery.

2022 - 2023
[Boxel Studio](#)

Production Manager

Responsible for the asset and art departments. Skilled in scheduling, client communication, and team leadership. Worked on Autodesk Flow management, scope management, and mentoring production teams to ensure efficient workflows and on-time delivery.

2021 - 2021
[Zebra Studio](#)

Line Producer

Budget validation and timeline planning. Skilled in scheduling, pipeline design, risk assessment, and reporting. Experienced in mentoring teams, managing VFX and CG workflows, and ensuring efficient project delivery aligned with brands' goals.

2020 - 2021
[Skydance
Animation](#)

Production Supervisor

Worked with John Lasseter and Vicky Jensen. Responsible for the character department. Worked on updating production plan and budget (in weeks). Skilled in workflow planning, task bidding, and target tracking. Collaborates closely with supervisors and coordinators to ensure efficient department operations and on-time project delivery.