

FRANK R MIGNONE

Simulation & Training Systems, Inc.
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407-571-9077
www.simtrasys.com

To Whom It May Concern

Subject: Reference for Mr. Frank Mignone

During three of the five years that I was President & CEO of Harrington Group (from 2005 to 2011), Mr. Frank Mignone provided exceptional support to the team first as a 3D Artist, then as a Program Manager and Department Head for the Simulation and Training Department. He directly supported and supervised multiple high visibility projects such as the Army's M1A2 training project, the Flight Safety Virtual Maintenance Trainer Project and the Virtual Behavior Training (VBT) Autism Project. He is a highly motivated individual who is very creative and requires no supervision

Mr. Mignone is a strong team player who understands how to both lead and manage a group of professionals. He developed an extremely successful intern program which ensured a steady flow of skilled 3D Artists to support new projects. He understands how to very skillfully work with both senior and junior personnel to ensure project requirements are met on schedule and on cost.

Mr. Mignone is an exceptionally talented writer who excelled in the preparation of all types of documentation (reports, processes, decision documents, presentations, proposals, etc.). He understands how to communicate with customers and very effectively translate their requirements into useable data.

After both of us departed Harrington Group, Mr. Mignone very skillfully supervised several projects for the Simulation & Training Systems (STS) team including the Army Mobility Overview Project and the RG-33 Armored Utility Variant (AUV) Vehicle Project for the U.S. Special Forces.

Mr. Mignone brings years of knowledge, experience and leadership skill to any project and has my strongest possible recommendation for addition to any team within the simulation and training industry. Please contact me at 407-571-9077 or caddison@simtrasys.com if I can provide any additional information.

Sincerely,

Chris Addison

President & CEO

LETTERS OF RECOMMENDATION

Flying Lab Software

I would like to just take a little time and comment on the two beautiful user ships that Frank “Spankybus” Mignone created for our game. It’s my job at Flying Lab Software to process all of the ships into our game “Pirates of the Burning Sea”. He has completed two historic ships so far that will be shipped with our game this year. These ships, the West Indiaman and the East Indiaman, are two of the largest user ships that we’ve received to this date.

His attention to detail is incredible. A lot of the user ships end up going through rounds of edits because we have strict guidelines for ships before they can be converted to work in our game. With Frank’s ships they were all in order. We require that the normals are facing the right direction, that there are no double-sided or opposite polygons, no gaps, and that the ship is historically accurate. Frank had no problem following these guidelines. His ships were probably the closest out of the user ships to our official ships (built by Akella). His ships are getting bigger and better. I can’t wait to see what comes out of him next.

Joram Hughes
Technical Artist
Flying Lab Software
info@flyinglab.com

‘Silgrad Tower’ – Worlds Largest Mod Team for ‘The Elder Scrolls’ Games

"We couldn't be happier about working with Frank. He's done a great job on modeling a set of prefabs, which will allow us to assemble a particular type of locations in our upcoming game mod. His insights into real-life architecture were very beneficial during this process, as it added a heightened touch of realism to the project. We're grateful for his time and effort, and I'm confident the tens of thousands of future players of our game mod will agree!

Razorwing,
Admin of the Silgrad Tower
project
<http://www.silgrad.com/cpo/news/>

Steve R. Akehurst
Course Director

Demo Reel Creation
Full Sail Real World Education
3300 University Blvd.
Winter Park, FL 32792

March 2, 2008

To Whom It May Concern:

I am writing this letter to acknowledge the skills, attitude and abilities of Frank Mignone, whom I have known for a short time as a student here at Full Sail. It is my professional, ad personal pleasure to recommend Mr. Mignone for any position he may seek in the future, knowing he is not only capable of performing his assigned tasks, but is also enthusiastic about engaging in new prospects and acquiring new skills.

Frank was a dedicated student, punctual, conscientious and self-sufficient, with excellent communication skills. It has been my experience that once an assignment was given and requirements outlined, Mr. Mignone required little assistance and was always in a position to submit a superior product to specification at each deadline. While this may be regarded as standard for any student, one must understand Full Sail to appreciate the statement. We supply knowledge on a compressed schedule taking only one month to accomplish what most schools do in three. We run lectures and labs twenty-four hours a day, seven days a week and assignments can be given one day and due the next. It is a true feat to accomplish everything we ask in the time frame to the degree that Mr. Mignone consistently provided. It is with that in mind that I offer my recommendation for Mr. Mignone and support him in his future endeavors.

If you would like to speak with me further regarding Mr. Mignone I can be contacted via e-mail at sakehurst@fullsail.com or by phone at 407-679-0100.

Sincerely,

Steve R. Akehurst
Course Director
Demo Reel Creation
Full Sail Real World Education

Linkedin.com Recommendations

PROGRAM MANAGER & ART DIRECTOR

Harrington Group

“Frank has done an outstanding job of understanding and executing complex technical projects, which required communicating with multiple stakeholders spread out across the country. I highly recommend Frank lead your next project if he is available, and that he take a key role in the technical architecture of your training and simulation initiatives.” *July 13, 2010*

Top qualities: Great Results, Personable, Expert

[Andy Morris](#),

hired Frank as a Project Management in 2009, and hired Frank more than once

“Frank is one of the few people I know who can unconditionally be counted on to make sure a project gets done. He is willing to put in extra hours to make sure everyone is up to speed and producing at their best. He takes responsibility for himself and his team and does so with a smile. He also has a great eye for detail and is a very well-rounded artist. It would be rare during production to run into a problem he couldn't help with.” *May 18, 2009*

[Pete Sedlacek](#), 3D ARTIST, HARRINGTON GROUP

reported to Frank at Harrington Group

“I've learned a lot from Frank about gaming and continue to do so at present. He is very knowledgeable and confident in his skill set and in my short time working with him, he has worked hard and vigorously to consistently meet deadlines. As a lead on projects, he shows great organizational and managerial skills. I would be happy to recommend his talents and believe he would be an asset to any art team.” *May 4, 2009*

[Jose Torres](#), 3D GENERALIST, HARRINGTON GROUP

reported to Frank at Harrington Group

MODELER

Frelance - Flying Lab Software

“Frank was one of the early and passionate advocates of Flying Lab Software's user-created content program. His numerous flag and sail contributions were top-notch, but where I really gained an appreciation for him was in the user-created ships program.

At the time, Frank was just starting to learn 3D, but that didn't stop him from taking on one of the most challenging technical modeling projects he could find. He produced three different ships for us, each over 50k well-used polygons. Even at that early date, his models were clean and professional, he was receptive to feedback, and he was dedicated to doing a good job. And to top it all off, he became a positive and outspoken community leader, helping others through the process: patiently and clearly answering questions, giving support, and offering constructive feedback to help others achieve the best results possible.

Frank was a pleasure to work with, and I'm sure that he would be a great addition to any team.” *September 5, 2008*

[Taylor Daynes](#), LEAD DESIGNER, FLYING LAB SOFTWARE

was with another company when working with Frank at Volunteer - Flying Lab

FRANK R MIGNONE

REFERENCES

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Known Since 04/2008

Joram Hughes - Technical Artist

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Art Director, Pirates of the Burning Sea User Content
Known Since 08/2005

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Known Since 05/2000

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