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FRANK R MIGNONE

3D Generalist & Compositor

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Winter Park, FL 32792

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SOFTWARE KNOWLEDGE

COMPOSITING APPLICATIONS:

- SHAKE
- NUKE
- SYNTHESIES
- AFTER EFFECTS

3D GENERALIST APPLICATIONS:

- 3DS MAX & MAYA
- ZBRUSH
- PHOTOSHOP
- VUE
- ALIENBRAIN
- CRYTECK 2 ENGINE
- NGRAIN'S PRODUCER
- UNITY 3D

WORKING KNOWLEDGE

3D SKILLS:

- POLYGON MODELING
- NURBS MODELING
- UV LAYOUT
- TEXTURING
- ANIMATION
- SHADING & LIGHTING
- PARTICLE/FLUID FX
- DYNAMICS
- MEL SCRIPTING
- RENDERING

2D SKILLS:

- COMPOSITING
- TEXTURE MAPS
- MATTE PAINTING
- VIDEO EDITING

SUMMARY OF TECHNICAL SKILLS

- Ability to produce photo-realistic composites, following strict timelines, while adhering to requested artistic look and technical requirements
- Ability to shade and light CG assets to scene requirements, streamlining the color matching and seamless integration post-process
- Strong understanding of material type such as Blinn, Phong, and Lambert and their attributes such as color, specularity, reflections, translucency, diffuse light, ambient occlusion, and incandescence to name a few
- Firm understanding of visual effects techniques and how to integrate them with CG and film assets to form a seamless composite
- Solid understanding in cinematic, 3-point lighting and HDRI lighting and rendering techniques in Mental Ray
- Strong understanding of compositing skills, such as layering, color correction/matching, rotoscoping, scripting, and tracking.
- Experience tracking film using Syntheses, solid understanding of what is needed by the CG artist who receives the results
- Solid understanding of polygon and NURBS Modeling techniques
- Ability to layout UVs and generate texture maps as required for materials and lighting
- Good technical animation skills, solid understanding of mechanical animation due to engineering experience.
- Extensive rendering experience in Mental Ray, rendering in passes as needed for maximum flexibility in the compositing package.
- Experience in Windows, OSX and Unix operating systems.

SUMMARY OF PERSONAL SKILLS

- A personable, self-motivated artist and manager who is able to excel in a team environment
- Extremely strong work ethic and time management abilities
- Positive attitude and focus under the stress of deadline
- Strong problem solving skills and a sharp eye for detail
- Ability to learn applications and tasks quickly
- Strong organizational and communication skills

RELEVANT EDUCATION

Full Sail University
2006 - 2008 Winter Park, FL
Graduation Date: Feb 8th, 2008
Bachelor of Science in
Computer Animation

Awards:
Valedictorian GPA 3.52

Received five
Course Director Awards,
citing an excellent
Attitude and Work Ethic,
in the following disciplines:

Character Design & Creation
Advanced Game Art
Visual Effects
Compositing & Scene Finishing
Demo Reel Creation

ADDITIONAL EDUCATION

University of Central Florida
1999 - 2001 Orlando, FL
Studies toward a
Bachelor of Applied Science in
Aerospace Engineering

Studies focused on the
Mathematical and Engineering
Principles of Atmospheric
& Space Flight

Valencia Community College
1993 - 1999 Orlando, FL
Graduation Date: Aug 5th, 1999
Associate in Arts Degree

Studies focused on
Science and Mathematics
UCF Engineering Prerequisites

PROFESSIONAL EXPERIENCE

03/2011 – Current Simulation and Training Systems Orlando, FL
Lead Artist & Art Director

- Currently responsible for all art elements at STS
- Manage a diverse team of freelance Artists & Programmers
- Create 3D assets, textures, animations, VFX, Renders and composites for a completely 3D-based training video involving
- Handle all project-related communications with clients.

07/2009 – 03/2011 Harrington Group Orlando, FL
Simulation and Training Department Head, Program Manager & Art Director

- Responsible for all simulation projects, artists, game developers and flash engineers at Harrington Group.
- Create 2D/3D content as required for any and all projects. Review the overall quality and consistency of staff artists and programmers.
- Created the Harrington Internship Program, hiring Full Sail graduates as part-time interns for a three month tour, greatly improving production capabilities while identifying the best personnel for full-time employ.
- Assist in acquisitions by touring VIP personnel through our facility, creating and presenting product demos, generating marketing materials for publication and I/ITSEC, assisting in proposals by analyzing the 'Request for Proposal' and associated 'Statement of Work' and designing a workflow and timeline for the project.
- Design and manage a Virtual Maintenance Trainer for a major commercial aviation training company.
- Managed a completely 3D-based video production project, from pre-production to product delivery. Additionally responsible for all sound-booth dialog recording and coaching of voice talent.
- Responsible for all fluid effect explosions on the company demo reel.
- Handled numerous projects using NGRain's 'Producer' software
- Designed and managed a project to help parents with autistic children learn how to work with their children like a behavior analyst.
- Designed and managed a project to create a Virtual Medical Simulation for PC, iOS and Android.
- Implemented 'Alienbrain' as the company's asset management system.
- Handle all project-related communications with clients.

PROFESSIONAL EXPERIENCE

04/2008 – 07/2009 Harrington Group Orlando, FL

3D Artist/Lead Artist

- Created environment, character and weapon models and their associated textures, generated character and vehicle animations and material and lighting setup for 'Vigilance RTS' (Crytek's Cryengine 2) serious game demo created for I/ITSEC 2008.
- Modeled and animated CAD-level civilian aircraft for a major commercial aviation training company. Every part was modeled to be an exact replica of its real-world counterpart.
- Introduced the company to ZBrush and Vue, substantially raising the quality of all characters model and natural environments.
- Modeled and textured numerous small arms, such as the M4 assault rifle, from photographic reference. Every part was modeled to be an exact replica of its real-world counterpart.
- Traveled to multiple locations to review and photograph source material for artistic recreation.
- Work with the Quest 3D, Cryteck 2 engine and Unity 3D

09/2006 – 02/2007 Full Sail University

Art Director and Lead Artist "Lightcraft Entertainment"

- Final Project for game development students.
- Developed core gameplay, artistic look and art assets for a Xbox 360 title using XNA framework.
- Approx. 4-6 programmers and 10-15 artists creating a game in the style of "Freelancer" and "Privateer" for XBOX Arcade

08/2005 – 12/2006 Flying Lab Software Orlando, FL

Freelance Modeler

- Created three vessels for the game 'Pirates of the Burning Sea'.
- Created the 'Dromedary West Indiaman, Mystique Poleacre, and Mignone East Indiamen.
- Rapid turn-around time with minimal revisions.

03/2001 – 12/2005 Consultant Orlando, FL

Freelance Technical/Marketing Writer

- Wrote articles and marketing sections for graphic artists and web designers
- Wrote non-fiction articles for Macmillan Reference USA

05/2000 – 03/2001 NASA/FSI Orlando, FL

Engineering and Astronomy Technical Writer

- Created a report help engineer's design ground-support equipment for a manned mission to Mars for NASA with Dr. Nadine Barlow
- Led the subsequent project to create a report about the Moon