



[WWW.SPANKYBUS.COM](http://WWW.SPANKYBUS.COM)

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# FRANK R MIGNONE

## 3D Generalist & Compositor

### SOFTWARE KNOWLEDGE

#### COMPOSITING APPLICATIONS:

- SHAKE
- NUKE
- SYNTHESYS
- AFTER EFFECTS

#### 3D GENERALIST APPLICATIONS:

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

### WORKING KNOWLEDGE

#### 3D SKILLS:

- POLYGON MODELING
- UV LAYOUT
- TEXTURING
- ANIMATION
- SHADING & LIGHTING
- PARTICLE/FLUID FX
- DYNAMICS
- RENDERING
- 3D PRINTING

#### 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
- Advanced skill in Unity 3d, Cryengine, and Unreal Engine, particularly in assets integration, lighting and surfacing.
- Strong understanding of material type and attributes such as color, reflectivity, roughness, bump/normal, translucency, 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 and RenderMan
- 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 Hard-surface polygon, from drawing, photograph, and/or CAD reference.
- 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 8<sup>th</sup>, 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 5<sup>th</sup>, 1999  
Associate in Arts Degree

Studies focused on  
Science and Mathematics  
UCF Engineering Prerequisites

## PROFESSIONAL EXPERIENCE

03/2011 – Current Full Sail University Winter Park, FL

### Shading and Lighting Studio Artist

- Currently responsible for teaching the Campus Shading and Lighting Lab class
- Lecture and Demonstrate proper workflow and technique as it applies to Lighting scenes, Surfacing and texturing geometry, and render operations
- Generate assets as needed to facilitate new training content.
- Maintain and evolve the course curriculum based on continually changing software such as Pixar's RenderMan and Allegorithmic's Substance

Light, surface, and texture assets as needed based on Photographic reference.

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 from drawing, photograph and CAD reference for game-based virtual maintenance training.
- Recreate technical animations for virtual maintenance trainers and videos.
- Light, surface, and texture assets as needed based on Photographic reference.
- Supervise and control the created works of others to maintain a consistent, visual look.
- Create modern training content employing 3d trainers and/or web-based training with 3d-rendered elements from existing, PowerPoint/lecture-oriented training curriculum.
- Participate in all acquisitions and proposal preparation for any potential projects.
- Create and Maintain all IT hardware, productivity software and Website Development.
- 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.

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

## PROFESSIONAL EXPERIENCE

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