

MIKE C. FRANCO

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TECHNICAL QUALIFICATIONS:

SOFTWARE: Maya, Unreal Tournament 3, Mudbox, Zbrush, Road Kill, Final Cut Pro, After Effects, Photoshop, Encore, Flash, Illustrator, Dream Weaver, Crazy Bump, AutoCAD, MS Word, MS Excel, MS Power Point

PLATFORM: Mac OSX, Windows XP, Windows Vista, Windows 7

SKILLS:

- Level designer using the Unreal Game 3 Engine
- Proficient in modeling high resolution, to low resolution models that are necessary for next Gen Games
- Knowledgeable on node shaders, kismet, matinee, particle systems in Unreal 3
- Background in fine arts of environmental pencil drawings, acrylic and spray painting
- Great time management with ability to multitask, self driven, and great attention to detail
- Easy to get along with and handles pressure well

EXPERIENCE:

Galaxy Getaway	2011
iPhone game, created vector base assets for the game using CS4 Master Collection.	
Biker Project (<i>personal project</i>)	2011
Designed an HD cinematic scene from start to finished. High-Res to Low-Res modeled and conversion, concept, environment, character, texturing, rigging, animation, lighting, FX, compositing.	
Ualena	2011
Digitally re-mastering old photos and created a webpage design.	
The Apprentice	2010
A Flash game, with main focus on distraction.	
Mind Control	2010
Responsible for an environmental scenes includes concept and a 3D scene.	
Living Room (<i>school project</i>)	2009
Generated a hyper-real living room with an extreme focus on lighting and bounce lighting. Composited an overhead projection using After Effects.	
American's Army 3	2009
Worked with a production team and tested training level.	
The Clash of New Olympus <i>Lead Environmental Artist, (class project)</i>	2009
Created entire level of a graveyard setting using the Unreal Engine Software. Developed interior portion of Mausoleum with breakable objects and animated rats.	
Deep Underground (<i>school project</i>)	2009
Produced a working game from start to finish with a story line of a detective chasing a fugitive. Project contained concept work, physics objects, particle emitters and a high quality of LOD's.	

EMPLOYMENT:

Broken Thumbs Artist , Cupertino, CA	2011
Digitalized pencil sketches and converting images into vectors. Colorized and textured a 2D applications game.	
Northern California Institute for Research and Education Artist , UC Berkeley, CA	2010
Developed neuro-science Flash games to test brain function for Iraq soldiers. Concept, Character Design, Environmental, Animation, and UI	
Disney Store Runner , Daly City, CA	2010
Accountable for storing children toys, maintain customer satisfaction.	
Mile Hi Valet Night Audit, San Mateo, CA (<i>employee of the month</i>)	2008
Responsible of all billing guest hotel, reassuring all guest satisfied.	

EDUCATION:

Ex'pression College for Digital Arts Emeryville, CA (<i>Valedictorian</i>)	2009
Bachelor of Applied Science, Game Art and Design	

Volunteer:

Game Development Conference , Conference Association, San Francisco, CA	2011
Badge, scan, and assist attendees with the conference.	
Saint Anthony San Francisco, CA	2010
Busser and server, to help and serve the less fortunate.	

References available upon request