

GIL FRANCO

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SUMMARY

Versatile visual development artist specializing in character design and concept illustration. Exceptional eye for composition and keen sense of color. Experienced in a wide variety of art media/techniques. Capable of working both collaboratively and independently on projects small and large.

EMPLOYMENT HISTORY

Freelance Illustrator - (May 2013 - Present)

Character design, prop design, style frames, T-shirt design, Instagram campaigns.
Clients include GE, Playdoh, Patron, AXA, Evian, Shiseido.

Art Director - Midnight Commercial (August 2017)

Art direction, Character Design, and 3D modeling for Augmented reality experience

Caricature Artist - (February 2017 - Present)

Drawing 2-5 minute portraits from life of customers of all shapes and sizes

Freelance 3D Modeler - (May 2014 - Present)

Modeling characters, architecture, props, and clothing. Texture painting, exporting normal maps, cavity maps, etc. Clients include EditOne, HiFi3D, and Trad Media.

Visual Development Intern - Parachute VFX (March 2015 - September 2015)

Synthesizing reference, art direction, and stylistic criteria into illustrations, 2D designs and building 3D assets for production.

Workflow Consultant (Part Time) - Cinnabar Video (2007 - 2014)

Management and troubleshooting of equipment and software,
Video Editing, Motion Graphics. Setting up and striking sets including lights, props, etc

SOFTWARE PROFICIENCY

Photoshop	MARI	Marvelous Designer
Maya	Arnold	Mac OSX
Zbrush	Renderman	Windows

EDUCATION

San Jose State University, BFA in Animation/Illustration, (Completed, 2014)
Schoolism Class - Fundamentals of Character Design with Stephen Silver (Completed 2015)
Schoolism Class - Expressive Characters with Wouter Tulp (Completed 2017)

LANGUAGE PROFICIENCY & SPECIAL SKILLS

English & Spanish Figure Drawing
Improv - 3 Years Sculpture