

Francisco Gonzalez

Look Development & Lighting Artist

A dedicated artist with seven years of visual effects and animation industry experience: texturing, models, lighting, compositing, rigging, and streamlining workflows. Strong understanding of computer graphics, best practices, and a commitment to teamwork and excellence.



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SKILLS

Look Development

Modeling

Lighting

Python

Rigging

Compositing

LANGUAGES

English

Full Professional Proficiency

Spanish

Full Professional Proficiency

INTERESTS

Art

Film

Games

Music

Technology

Travel

WORK EXPERIENCE

Encore VFX

Sr. Look Development TD

11/2020 - Present

Burbank, CA

Managing artist workflows, creating tools and defining looks for assets in production

- TV SHOWS - FLASH, SUPERGIRL, BLACK LIGHTNING, DOOM PATROL, BATWOMAN, DEAD BOY DETECTIVES, JUST BEYOND
- FILM - COPSHOP

Netflix Animation Studios

Visual Development Modeler

07/2020 - 11/2020

Burbank, CA

Modeling, texturing, rigging and lighting

- ANIMATED FILM - BACK TO THE OUTBACK

The Third Floor Inc.

Unreal Engine TD

04/2020 - 05/2020

Los Angeles, CA

Blueprint creation, look development and lighting

- SHORT FILM - RESEARCH PROJECT FILM

Walt Disney Imagineering

Visual Effects Designer

07/2017 - 04/2020

Glendale, CA

Generalist artist

- RIDES - GUARDIANS OF THE GALAXY COSMIC REWIND, SPIDER-MAN WEB SLINGERS, LIGHTNING RACING ACADEMY
- PREVIS - AVENGERS MISSION CONTROL - ON HOLD
- RESEARCH - DISNEY R&D PROJECTS

Walt Disney Animation Studios

Lighting Artist Trainee

04/2017 - 07/2017

Burbank, CA

Lighting and Compositing training shots

- ANIMATED FILM - RALPH BREAKS THE INTERNET

EDUCATION

Computer Animation

Full Sail University

08/2011 - 08/2014

Winter Park, FL

TECHNICAL SKILLS

ADOBE

After Effects, Photoshop, Premier, Encoder, Substance Painter, Substance Designer

PIXOLOGIC

Zbrush

AUTODESK

Maya, Mudbox, Sketchbook

GAME ENGINE

Unreal Engine 4

OPERATING SYSTEMS

Windows, Mac-OS, Linux

RENDERERS

Vray, Render-man, Arnold

SCRIPTING

Python, PyMel, Mel, Hscript

THE FOUNDRY

Nuke, Mari

AGISOFT

PhotoScan

SIDE FX

Houdini Core

WORK EXPERIENCE

The Third Floor Inc.

Visualization Asset Artist

10/2015 - 07/2017

Modeling, Texturing, Rigging & Lighting

Los Angeles, CA

- ▣ FILM - AVENGERS END GAME, AVENGERS INFINITY WARS, POWER RANGERS, L.O.R.D II: LEGENDS OF RAVAGING DYNASTIES 2
- ▣ THEME PARK RIDES

Luma Pictures

Modeling & Texturing Artist

04/2015 - 07/2015

Modeling, Texturing and Look Development

Santa Monica, CA

- ▣ FILM - ANT-MAN, THE LAST WITCH HUNTER
- ▣ PHONE APP - VFX APPLICATION

Apple

3D QA & Data Touch Up

10/2014 - 04/2015

Fix scan geometry and replacing models with cleaned versions of them self, annotate images for AI training

San Jose, CA

- ▣ IOS APPLICATION - APPE MAPS

HONOR AWARDS

Disney Inventor Award (03/2019)

The Walt Disney Company

- ▣ Personalized Stylized Avatars
- ▣ Paten Number 20200312002

Look Development Course Director Award (08/2014)

Full Sail University

- ▣ Course Director's Award is given to students who have demonstrated outstanding effort and good attitude in completion of course projects and is based upon the Course Director's decision

Visual Effects Course Directors Award (08/2014)

Full Sail University

- ▣ Course Director's Award is given to students who have demonstrated outstanding effort and good attitude in completion of course projects and is based upon the Course Director's decision