

Francisco Gonzalez

Look Development & Lighting Artist

A dedicated artist with five 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

Lighting

Compositing

Modeling

Rigging

Scripting

Texturing

LANGUAGES

English

Full Professional Proficiency

Spanish

Full Professional Proficiency

INTERESTS

Art

Film

Games

Music

Technology

Travel

EDUCATION

Computer Animation

Full Sail University

08/2011 - 08/2014

Winter Park, FL

WORK EXPERIENCE

Netflix Animation Studios

Visual Development Modeler

07/2020 - Present

Burbank, CA

- Unannounced Film

The Third Floor Inc.

Unreal Engine TD

04/2020 - 05/2020

Los Angeles, CA

- Unreleased Short Film
- Look Development & Lighting Sr
- Unreal blueprints creator

Walt Disney Imagineering

Visual Effects Designer

07/2017 - 04/2020

Glendale, CA

- GUARDIANS OF THE GALAXY COSMIC REWIND
- SPIDER-MAN WEB SLINGERS
- AVENGERS MISSION CONTROL
- LIGHTNING RACING ACADEMY
- Disney Research & Development Projects

Walt Disney Animation Studios

Lighting Artist Trainee

04/2017 - 07/2017

Burbank, CA

- Wreck-It Ralph lighting training
- Propagating master lighting to shots
- Fix render noise and render errors
- Composite shots
- Creating lighting using concept and reference

The Third Floor Inc.

Visualization Asset Artist

10/2015 - 07/2017

Los Angeles, CA

- AVENGERS END GAME
- AVENGERS INFINITY WARS
- POWER RANGERS
- L.O.R.D II: LEGENDS OF RAVAGING DYNASTIES 2
- Amusement Ride

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

Mental Ray, Vray, Renderman, Arnold

SCRIPTING

Python, PyMel, Mel

THE FOUNDRY

Nuke, Mari

AGISOFT

PhotoScan

WORK EXPERIENCE

Luma Pictures

Modeling & Texturing Artist

04/2015 - 07/2015

Santa Monica, CA

- ▣ ANT-MAN
- ▣ THE LAST WITCH HUNTER
- ▣ Visual Effects android app

Apple

3D QA & Data Touch Up

10/2014 - 04/2015

- ▣ Fixing 3D Scan Models
- ▣ Replacing broken models with cleaned versions
- ▣ Annotate Imagery using proprietary software

HONOR AWARDS

Disney Inventor Award (03/2019)

The Walt Disney Company

- ▣ Personalized Stylized Avatars

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