



# GIANFRANCO VILLANOVA BRAVO FRANCOBRAVO.COM



LinkedIn

ILLUSTRATOR | 3D ARTIST | ANIMATOR

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(954)-263-4554

## EXPERIENCE

2020-Present

**FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY (FIEA) | ANIMATOR/ART LEAD | ORLANDO, FL**

- Operated Vicon motion capture studio, including marking/directing actors, setup of technical equipment, recording, and cleaning-up capture data for attack/overworld exploration animations.
- Responsible for secondary character key frame animation including dynamic movements, dialogue, and comedic scenes.
- Developed art styles for environment, UI, and combat/overworld VFX.
- Lead team of artists in creation of game assets to achieve outlined art style.
- Oversaw and developed animation state machines for wrestling moves in game's combat levels.
- Illustrated and animated 2D UI assets.

2018-2020

**UCF CHARACTER ANIMATION | ANIMATOR / STUDENT ART DIRECTOR | ORLANDO, FL**

- Produced 10 Shots of animation for the lead character in award winning student film, *Stick to Manual*.
- Established 3D layout for animation and cinematography.
- Art director for climax of the film. Created visual shots to look and feel like pop-up book.
- Illustrated shots to establish layout, lighting, and time placement.
- Developed environment style and color schemes.
- Textured prop models and sky matte painting.
- Composited final rendered shots with lighting and effects.
- Worked on story development for initial pitch and storyboarding.

2019-2020

**PAGE 15 | GRAPHIC DESIGNER | ORLANDO, FL**

- Created book covers for student stories in Young Writers summer camp program (2<sup>nd</sup> - 12<sup>th</sup> grade).
- Mentored students in animation and graphic design topics.
- Organized workflow and Photoshop files to expedite team's design process.

## SKILLS

- MOCAP Certification
- Vicon Shogun
- Autodesk Motion Builder
- Autodesk Maya
- Unreal Engine
- Unity
- Perforce
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe Illustrator
- Familiar with Shotgun

## EDUCATION

**University of Central Florida (UCF)**

*Fall 2020 - Fall 2021*

Master of Science

Interactive Entertainment

**University of Central Florida (UCF)**

*Fall 2015 - Spring 2020*

Bachelor of Fine Arts

Emerging Media / Character Animation

## HONORS

**Dean's List**

Fall 2017 - Spring 2020

**President's Honor Roll**

Spring 2018 - Spring 2020