



# GIANFRANCO VILLANOVA BRAVO FRANCOBRAVO.COM



LinkedIn

| ANIMATOR | 3D ARTIST |

FRANCOBRAVO@OUTLOOK.COM

(954)-263-4554

## EXPERIENCE

2021-Present

**Electronic Arts | Madden | Animation Intern | Orlando, FL**

- Created 60+ animations ahead of project schedule by cleaning-up raw mocap data and keyframe animation of hands.
- Applied animation technique to mocap data, ensuring accurate anatomical movement, weight, lines of action, and breakdowns.
- Incorporated animation feedback received from peers to fit within game constraints.
- Led company inclusion events to boost intern morale through game nights and charity events as a squad leader.

2020-2021

**Usual Suspects (FIEA) | Rings Of Hell | Animator/Art Lead | Orlando, FL**

- Utilized full pipeline of Vicon Motion Capture studio for attack/overworld exploration.
- Established secondary character key frame animation including dynamic movements, dialogue, and facial animations.
- Developed art styles for environment, UI, combat and overworld VFX.
- Lead artists team in creation of game assets to maintain 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 | Stick To Manual | 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.

## SKILLS

- Autodesk Maya
- Autodesk MotionBuilder
- Frostbite
- Vicon Shogun Certification
- Unreal Engine
- Unity
- Perforce
- Adobe Creative Suite
- Illustration and Design

## 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