



GIANFRANCO VILLANOVA BRAVO

FRANCOBRAVO.COM



LinkedIn

| ANIMATOR | 3D ARTIST |

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EXPERIENCE

2020-Present

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 comedic scenes.
- 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.
- 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 (2nd - 12th grade).
- Mentored students in animation and graphic design topics.
- Organized workflow and Photoshop files to expedite team's design process.

SKILLS

- Autodesk Maya
- Keyframe animation
- Vicon Shogun Certification
- Autodesk Motion Builder
- 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