

# Frank Synowicz

Los Angeles, CA

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<http://www.franksynowicz.com>

## Work experience

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### **Picture Shop** (September 2016 - Present)

Burbank, CA

Senior CG generalist / VFX artist

### **Pixomondo** (August 2013– September 2016)

Santa Monica, CA

Senior CG generalist / Concept designer

### **Go West Creative Group** (July 2013 – August 2013)

Los Angeles, CA

Lead Concept artist & Designer / Art Director

### **Pixomondo** (May 2012 – July 2013)

Santa Monica, CA

CG Artist

### **With A Twist Studio** (April 2006 – May 2012)

Los Angeles, CA

Lead CG Artist (L.A. Studio)

### **Harrington Electronics** (May 2011 – December 2011)

Los Angeles, CA

Lead Designer – 3D Designer for TWEAG project (Trans Wind Energy Generation).

### **College Park Industries** (January 2007 – December 2009)

Fraser, MI

3D Visualization Lead – iPecs project. (Intelligent Prosthetic Endoskeletal Component System).

### **Molekuli School of Design** (November 2008)

Rijeka, Croatia

Guest lecturer on computer graphics

## Education

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### **College for Creative Studies** (Honors) 2002 – 2006

Computer animation and digital media / film and video

**Received the Senior Select Award**

## Software

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Maya, 3D Studio Max, V-Ray, Particle Flow, Thinking Particles, Fume FX, RealFlow, Mud Box, Vue, Syntheyes, Nuke, After Effects, Final Cut Pro, Photoshop, Illustrator, Shotgun, Unity, Unreal Engine, Speed Tree

### **Specializing in**

Art Direction / VR Development / Fluid dynamic systems - Particle and voxel based / UV mapping / Materials and textures / Digital painting - Texture maps and background mattes / Modeling and digital sculpting - Environments, props, characters, organic structures / Animation / Concept design - Strong ability in drawing, painting, and sculpting / Lighting / System analysis / Research and development / Project Management / Game Design

### **Feature Films**

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**After Earth**– Modeling / Materials and Textures / Shading / Rigging / Lighting / Layout and Scene Assembly / VFX; Particle Dynamics

**GI-Joe 2 Retaliation**– Compositor

**Die Hard 5**– Modeling of the Russian Helicopter / Set and Prop modeling / Materials and Textures

**Savages** – Prop modeling / Materials and Textures / Animation / VFX; Smoke and fire Fluid Dynamics

**The Amazing Spider-Man** – Prop modeling / Materials and Textures / Animation / VFX; liquid fluid dynamics / Matte painting / Stereo tracking / Compositor

**Freaky Deaky** – Set and Prop Modeling / Materials and Textures / VFX; Smoke and Explosion Fluid Dynamics / Scene Integration / Lighting

**This Means War** – Particle Dynamics system development / VFX; Smoke and Dust Fluid Dynamics / Rotomation / Scene Integration / Modeling / Lighting

**Red Tails** – Tracking / Match Move Artist

**Hugo** - Stereo Rotomation / Modeling / Materials and Textures / Animation

**Machine Gun Preacher** - Texture painting

**Horrible Bosses** – Character Modeling / Materials and Textures / Animation / Scene Integration / Lighting

**Water for Elephants** – Set and Prop Modeling / Materials and Textures

**Jinn** – Animation / Modeling / Materials and Textures / VFX; Fluid, Particle, and Fire Dynamics

**Knight and Day** – Composer; Wire/ Rig Removal

**Wall Street 2 Money Never Sleeps** - Composer

**Alice in Wonderland** – Stereo Rotomation / Set and Prop Modeling / Materials and Textures

**Red Cliff** – VFX; Fire Dynamics / Composer

**G-Force** – Rotomation / Set and Prop Modeling / Scene Integration

**Transformers** – Title Textures

### **Commercial / Design**

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**Wanda Corporation: Theme Park “Hubei in the air”** – Concept Design / Lead MGF  
Artist

**Wanda Corporation: Theme Park “Star Journey”** – Concept Design / Lead MGF  
Artist

**EMC2 “Dome 2013-Trust Message”** – Design and Look Development / VFX; Particle  
Dynamics / Shading / Layout / Compositing

**Infiniti “Web Configurator”** – (Interior Lead) Modeling / Materials and Textures /  
Scene assembly

**Amp'd Mobile “Moto Q”** - (Project Lead) VFX; Fluid Dynamics

**ESPN 3D “Stereoscopic 3D branding”** - Lead Texture Artist

**Quikrete “Johnny Quikrete”** - VFX; Dust Fluid Dynamics

**Dow “Bulb”** - Concept Design / Storyboard

**Buick Lucerne “Maze”** - Set Modeling / Materials and Textures / Matte Painting

**ESPN “College Basketball”** – VFX; Light Energy Animation

**Nissan “Cube Launch”** - Interior Modeling / Materials and Textures

**Nissan “GT-R Launch”** – Set Modeling / Materials and Textures / VFX; Fluid Dynamics  
/ Composer

**FOX NFL “Sunday Promo”** – Modeling / Materials and Textures

**Washington Nationals “Jumbotron Animation”** – VFX; Fluid Dynamics / Materials and Textures

**Star Trek / Intel “ Web Promo”**– Set and Prop Modeling / Materials and Textures

**Samsung “Anycall”** – Materials and Textures

**Chevy “Camaro”** – Materials and Textures / Set Modeling

**Pontiac “G6”** – Interior Materials and Textures