

Frank Synowicz

Los Angeles, CA

fsynowicz@gmail.com

<http://www.franksynowicz.com>

Work experience

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

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

College for Creative Studies (Honors) 2002 – 2006

Computer animation and digital media / film and video

Received the Senior Select Award

Software

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

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

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