

Frank Synowicz

Los Angeles, CA

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Work experience

Picture Shop (September 2016 – May 2020)

Burbank, CA

Lead 3D Generalist / FX Artist

Pixomondo (August 2013– September 2016)

Santa Monica, CA

Senior 3D Generalist / Concept Designer

Go West Creative Group (July 2013 – August 2013)

Los Angeles, CA

Art Director / Lead Concept Artist & Designer – Lexus project

Pixomondo (May 2012 – July 2013)

Santa Monica, CA

CG / FX Artist

With A Twist Studio (April 2006 – May 2012)

Los Angeles, CA

Lead CG Artist / FX Artist

Harrington Electronics (May 2011 – December 2011)

Los Angeles, CA

Art Director / Lead 3D Designer – TWEG project (Trans Wind Energy Generation)

College Park Industries (January 2007 – December 2009)

Fraser, MI

Art Director / 3D Visualization Lead – iPecs project (Intelligent Prosthetic Endoskeletal Component System)

Molekuli School of Design (November 2008)

Rijeka, Croatia

Guest Lecturer (Computer Graphics and Digital Media)

Education

College for Creative Studies (2002 – 2006)

Computer Animation and Digital Media / Film and Video

Senior Select Award – Top Senior for the class of 2006

Graduated with Honors – High Academic Achievement

Software

3D Studio Max / Maya / V-Ray / Vexus / tyFlow / Phoenix FD / Fume FX / Speed Tree / Forest Pack / RealFlow / Mud Box / Zbrush / Nuke / After Effects / Audition / Final Cut / Photoshop / Illustrator / Shotgun

Key Skills

Art Direction / Fluid Dynamics / UV Mapping / Materials and Textures / Digital Painting / Modeling and Digital Sculpting / Animation / Concept Design - Strong ability in drawing, painting, and sculpting / Lighting / Layout / Scene Integration / System Analysis / Research and Development / Project Management / Motion Graphics / Video Editing / Audio Design