

DAVID FRANCO

Looking forward to fulfill my passion for art and videogames

www.DavidMakesGames.com
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(+1) 778- 861- 7769
Vancouver, BC

EXPERIENCE

Relic Entertainment, Vancouver, Canada - *VFX Artist*

Oct 2016 - Present

Roadhouse Interactive, Vancouver, Canada - *VFX Artist*

Jan 2016 - Sept 2016

Fathom Interactive, Vancouver, Canada - *Artist*

Dec 2012 - May 2015

Fathom Interactive, Vancouver, Canada - *Game Designer*

Aug 2011 - July 2012

Video Movil S.A., Bogota, Colombia - *3D generalist*

Feb 2010 - May 2010

Strategy4China, Beijing, China - *Design Intern*

Feb 2008 - May 2008

EDUCATION

Vancouver Film School, Vancouver, Canada

Game Design Diploma

June 2010 - June 2011

Pontificia Universidad Javeriana, Bogotá, Colombia

B.A. Industrial Design.

June 2004 - Dec 2009

TOOLS I USE

- Autodesk Maya
- Autodesk 3D Max
- Adobe Photoshop
- Adobe After Effects
- Unreal 4 Engine
- Unity

SKILLS

- In-game visual fx
- 3D modeling
- Texturing
- 3D & 2D optimization
- Rapid art prototyping.

BONUS

I'm extremely self-motivated and on my spare time I enjoy parkour, playing football, guitar and video games.