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FRANK R MIGNONE

Program Manager & Art Director

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Winter Park, FL 32792

HOME: 321-422-0787
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SOFTWARE KNOWLEDGE

PROGRAM MANAGEMENT APPLICATIONS:

- MS PROJECT
- MS OFFICE
- MOBILE PM APPS

ART DIRECTOR APPLICATIONS:

- 3DS MAX & MAYA
- ZBRUSH
- PHOTOSHOP
- ALIENBRAIN
- SYNTHYES & NUKE
- AFTER EFFECTS
- CRYTECK 2 ENGINE
- NGRAIN'S PRODUCER
- UNITY 3D

WORKING KNOWLEDGE

3D SKILLS:

- POLYGON MODELING
- NURBS MODELING
- UV LAYOUT
- TEXTURING
- ANIMATION
- SHADING & LIGHTING
- PARTICLE/FLUID FX
- DYNAMICS
- MEL SCRIPTING
- RENDERING

2D SKILLS:

- COMPOSITING
- TEXTURE MAPS
- MATTE PAINTING
- VIDEO EDITING

PROGRAM MANAGEMENT SKILLS

- Proven ability to successfully manage complex projects involving multiple disciplines and the creative skills to deliver results that meet or exceed expectations.
- Experience designing and creating IMI Courseware, Virtual Maintenance Training (Commercial Aviation), Animation Production Video Training (CG Movie), Serious Games and Medical Simulation for both PC and Mobile devices.
- Extensive experience managing international projects in compliance with ITAR requirements.
- Ability to manage teams of artists, software developers and flash engineers on multiple simulation projects simultaneously, allocating assets to maximize quality while meeting or preceding the expected deadline.
- Extensive Art and Design background enable me to work and communicate very effectively with the development team.
- Currently hold 'Secret' security clearance

ART DIRECTOR SKILLS

- Extensive knowledge and ability in the CG Pipeline including: Model Creation, Texturing, Rigging, Animation, Scripting, Materials and Lighting, Camera's and Rendering, Match Moving and Compositing
- Engineering background compliments artistic abilities, yielding results of exceptional quality and accuracy.
- Combination of PM and AD skills allow me to accurately 'Design to Cost' giving the client the best product for their budget
- Assist in acquisitions to help sell clients on our products, our team and our passion for our work.

SUMMARY OF PERSONAL SKILLS

- A personable artist and manager who is able to excel in a team environment
- Extremely strong work ethic and time management abilities
- Positive attitude and focus under the stress of deadline
- Strong problem solving skills and a sharp eye for detail
- Ability to learn applications and tasks quickly
- Strong organizational and communication skills

RELEVANT EDUCATION

Full Sail University
2006 - 2008 Winter Park, FL
Graduation Date: Feb 8th, 2008
Bachelor of Science in
Computer Animation

Awards:
Valedictorian GPA 3.52

Received five
Course Director Awards,
citing an excellent
Attitude and Work Ethic,
in the following disciplines:

Character Design & Creation
Advanced Game Art
Visual Effects
Compositing & Scene Finishing
Demo Reel Creation

ADDITIONAL EDUCATION

University of Central Florida
1999 - 2001 Orlando, FL
Studies toward a
Bachelor of Applied Science in
Aerospace Engineering

Studies focused on the
Mathematical and Engineering
Principles of Atmospheric
& Space Flight

Valencia Community College
1993 - 1999 Orlando, FL
Graduation Date: Aug 5th, 1999
Associate in Arts Degree

Studies focused on
Science and Mathematics
UCF Engineering Prerequisites

PROFESSIONAL EXPERIENCE

03/2011 – Current Simulation and Training Systems Orlando, FL
Vice President of Operation & Art Director

- Currently responsible for all simulation projects, artists, game developers and flash engineers at STS
- Manage a team of freelance Artists, Programmers, and Flash engineers.
- Create any and all art as well as supervise and control the created works of others to maintain a consistent, visual look.
- Participate in all acquisitions and proposal preparation for any potential projects.
- Create and Maintain all IT hardware, productivity software and Website Development.
- Handle all project-related communications with clients.

04/2008 – 03/2011 Harrington Group Orlando, FL
Simulation and Training Department Head, Program Manager & Art Director

- Currently responsible for all simulation projects, artists, game developers and flash engineers at Harrington Group.
- Created the Harrington Internship Program, hiring Full Sail graduates as part-time interns for a three month tour, greatly improving production with minimal cost.
- Assist in acquisitions by touring VIP personnel through our facility, creating and presenting product demos, generating marketing materials for publication and I/ITSEC, assisting in proposals by analyzing the RFP and associated SOW and designing a workflow and timeline for the project.
- Design and manage a Virtual Maintenance Trainer for a major commercial aviation training company.
- Handled numerous projects using NGRain's 'Producer' software
- Designed and managed a project to help parents with autistic children learn how to work with their children like a behavior analyst.
- Designed and managed a project to create a Virtual Medical Simulation for PC, iOS and Android.
- Implemented 'Alienbrain' as the company's asset management system.
- Introduced the company to ZBrush, substantially raising the quality of all characters model.
- Work with the Quest 3D, Cryteck 2 engine and Unity 3D

08/2005 – 12/2006 Flying Lab Software Orlando, FL
Freelance Modeler

- Created three vessels for the game 'Pirates of the Burning Sea'.

03/2001 - 12/2005 Consultant

Orlando, FL

Freelance Technical/Marketing Writer

- Wrote articles and marketing sections for graphic artists and web designers
- Wrote non-fiction articles for Macmillan Reference USA

05/2000 - 03/2001 NASA/FSI

Orlando, FL

Engineering and Astronomy Technical Writer

- Created a report help engineer's design ground-support equipment for a manned mission to Mars for NASA with Dr. Nadine Barlow
- Led the subsequent project to create a report about the Moon