

FRANK KISHPAUGH

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3D|2D Artist

I am a dedicated hardworking individual with 5 years experience in the fast pasted production environment. I have Expertise in animation, modeling, and concept design with on the job knowledge and training in game industry on AAA titles such as Madden and NCAA. I have a passion for creative work and am always looking to grow as an artist and team player.

Experience

Medical Animator | ArchieMD Boca Raton, FL

2009-2010

Responsible for creating medical animations for interactive training programs. Create all parts of finished medical videos used to instruct nurse/doctor trainees on medical procedures.

- Create low resolution models for torque engine use.
- Animate 3D scenes used to show internal medical procedures.
- Combine created 3D renders in After Effects for final production video.

Art Analyst | EA Tiburon Orlando, FL

2008-2009

3D/2D Outsource asset verification, assembly, and creation. Verified base game asset was in acceptable condition to send out to outsourcing company. Review completed asset received from outsource company and address any errors found.

- Reviewed game uniforms, models, and textures sent to / received from outsourced companies.
- Created tracking documents and procedures for new outsourced pipelines used heavily by the production team and quality assurance to measure efficiency.

NCAA | Madden 10, 360/PS3

NCAA | Madden 09, 360/PS3

Production Assistant | EA Tiburon Orlando, FL

2007-2008

Create animation for on field cameras and scriptable sequences. Import motion capture data and create on field scenarios to be used pre play, post play, and pre game.

- Created on field action scenes for E3 Madden promo video. Generated from previously done sequence 1 week before displayed on show floor.
- Created all new pre and post huddle and on field sequences to introduce a more dynamic movie style to the on field cameras fitting with that year's production art style.
- Worked closely with Art Director and presentation team to achieve team wide goals and style for that year's title.

NCAA | Madden 07, 360

Database Manager QA | EA Tiburon Orlando, FL

2005-2007

Management of bug data base for Quality Assurance.

- Organization of over 12000 issues between up to 6 separate titles at one time.
- Constant team work and communication to upper management and floor leads to keep all parties updated to all current title occurrences.
- Created and tracked all daily and weekly data reports.

NASCAR 06, 360/PS3

Fight Night Round 3, 360/PS3

QA Tester | EA Tiburon Orlando, FL

2004-2006

Responsible for finding, reproducing, and documenting bugs that occur in selected titles.

- Part of select group of testers chosen to test first in house PC title.
- First ever studio first time pass of a Nintendo Madden product line.

Fight Night Round 2, PS2

Lord of the Rings (battle for middle Earth), PC

Madden 05, Nintendo Game Cube

Production team | Battle Media inc. Fort Lauderdale, FL

2002-2003

Responsible for Modeling, Texturing, and Concept Design during 8 month long intern school project.

- Worked with art director to sketch concept art for all digital assets used in production.
- Part of onsite camera crew to help prep 35mm shots for digital compositing.
- Modeled, textured, and animated digital 3D background stage to match with shot footage.

Dead Star Assembly Music Video

Skills

(Strengths in Animation, Modeling, and Concept Design)

Skill expertise:

2D|3D storyboard creation

Concept Design

Illustration

Web page layout

Digital Photo Editing

Software Expertise:

Autodesk Maya

Photoshop

Flash

Adobe Premier Adobe

After Effects

Windows

Software Proficient:

Autodesk 3D Studio Max,

Macintosh operating system.

Education

Bachelors of Science in Media Arts and Animation

Art Institute of Fort Lauderdale, FL