



FRANK MIGNONE

DIGITAL ARTIST | CREATIVE DIRECTOR | EDUCATOR

frmignone.com



CONTACT ME



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EDUCATION

2008

Full Sail University

Bachelor
Valedictorian

1999

Valencia Community College

Associate in arts
Aerospace & Mathematics



EXPERTISE

- Creative Designer
- Digital Cinematography
- Product Design & Development
- Content & Curriculum Creation
- Project Management
- Team Management
- Communications



PERSONAL

An Artist and Leader in the Simulation & Training industry for nearly 15 years. An educator in the discipline of Shading and Lighting at Full Sail University for over 12 years. Video Game and Graphic Artist Since I knew what they were.

Voracious Reader, Avid Gamer, Progressive Drummer, Aspiring Novelist, and life-long student. Married for 18 years with two great kids. Always learning new things, tackling new projects, and pushing personal boundaries.



WORK EXPERIENCE

Graphic Artist | Project Manager

2023 - Current

Global 5 | Longwood, Florida

- Sand Lake Road Presentation video for Transportation Conference
 - 3D Rendered Video of East Bound traffic with SLR in intermediate development state.
 - Extremely tight turn-around for Chris Addison with reference support by Katie Wigle.
- SLR DDI Photorealistic Videos for Northbound Pedestrian Pathway, Southbound 'Sidewalk closed' pathway, and both East and West road-bound traffic.
 - Hyper accurate detail work of the area developed from City Engineering plans, imagery, drone footage, and local video captured by me.
 - Detailed 2D and 3D Graphical work to match local assets for a highly recognizable recreation of the area while integrating Billboard and signage advertising the I-4 Beyond Project.
 - Frequent progress renders provided with rapid adjustments for all requested changes from the client and/or on-site crew.
 - Worked for Chris Addison with reference support by Jacob Soapes.
- Billboard concept for Presentation to FPTA
 - Use provided target Ai concepts and suggested stock image to generate concept Billboards for Bobby Olszewski and John Hamill
- I-4 Beyond Commemorative Coin Design
 - Developed an array of designs based on current I-4 Beyond Marketing Materials and color palette for John Hamill.



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SOFTWARE

+ Maya + Arnold

+ 3D Studio Max

+ Substance Painter

+ Photoshop

+ LMS Systems

+ Unreal 5 Engine

+ LMS Systems



Course Director: Shading & Lighting

2012 - Current

FULL SAIL UNIVERSITY | Winter Park, Florida

- Educator with over 12 Years of classroom experience in the field of Shading and Lighting.
- Adept in designing and implementing education-specific content and managing curriculum with a pace of a new class each month.
- Skillful in breaking down complex concepts into approachable, everyday terms for comprehension and retention.
- Managing an agile team of Associate Course Directors and Lab specialists over anywhere from 3 to 5 class sections.

VP Operations and Art Director

2011 - Current

Simulation & Training Systems, inc | Winter Park, Florida

- Currently responsible for all art elements at STS
- Manage a diverse team of freelance Artists & Programmers
- Create 2D and 3D Assets from drawing, photograph and CAD reference for game-based virtual maintenance training.
- Recreate technical animations for virtual maintenance trainers and videos.
- Light, surface, and texture assets as needed based on Photographic reference.
- Supervise and control the created works of others to maintain a consistent, visual look.
- Create modern training content employing 3D trainers and/or web-based training with 2D and 3D from existing, PowerPoint/lecture-oriented training curriculum.
- 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.

VP Simulation & Training, Program Manager, & Creative Director

2009 - 2011

Harrington Group | Orlando, Florida

- Responsible for all simulation projects, artists, game developers and flash engineers at Harrington Group, managing a team of 15 personnel.
- Create 2D/3D content as required for all projects. Review the overall quality and consistency of staff artists and programmers.
- Created the Harrington Internship Program, hiring Full Sail graduates as part-time interns for a three-month tour, greatly improving production capabilities while identifying the best personnel for full-time employ.
- Assist in contract acquisitions, touring VIP personnel through our facility, creating and presenting product demos, and generating marketing materials for publication and I/ITSEC.
- Assisting in proposals by analyzing the 'Request for Proposal' and associated 'Statement of Work' and designing a workflow and timeline for the project.
- Design and manage an advanced Virtual Maintenance Trainer for a major commercial aviation training company.



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- Managed creation of the Fire Control Master Training program for US Army's M1-Abrams Tank Training School at Fort Knox. Completed product features 3d-based videos with full Audio dialog contained within a web-page delivery package. Additionally responsible for all sound-booth dialog recording and coaching of voice talent.
- 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.
- Handle all project-related communications with clients.

3D Artist | Project Manager

2008 - 2019

Harrington Group | Orlando, Florida

- Created environment, character and prop models and their associated textures, generated character and vehicle animations and material and lighting setup for 'Vigilance RTS' (Crytek's Cryengine 2) serious game demo created for I/ITSEC 2008.
- Modeled and animated CAD-level civilian aircraft for a major commercial aviation training company. Every part was modeled to be an exact replica of its real-world counterpart.
- Introduced the company to ZBrush and Vue, substantially raising the quality of all character models and natural environments.
- Modeled and textured numerous small arms, such as the M4 assault rifle, from photographic reference. Every part was modeled to be an exact replica of its real-world counterpart.
- Traveled to multiple locations to review and photograph source material for artistic recreation.
- Work with the Quest 3D, Cryteck 2 engine and Unity 3D

Freelance Modeler

2005 - 2006

Flying Lab Software | Seattle, WA (Remote)

- Created three vessels for the game 'Pirates of the Burning Sea', the 'Dromedary West Indiaman, Mystique Poleacre, and Mignone East Indiamen, under the alias 'Spankybus'
- Rapid turn-around time with minimal revisions.

Freelance for McMillian Press/Gale Group, Various

2001 - 2005

Freelance Technical/Marketing Writer | Orlando, FL

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

NASA/Florida Space Institute

2000-2001

Engineering/Astronomy Technical Writer | Orlando, FL

- 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