Orlando, FL
fg.cgart@gmail.com
franciscoemanuel.com
linkedin.com/in/francisco-gonzalez-07259893
imdb.com/name/nm7701106

Francisco E. Gonzalez

Senior Visual Effects Designer & Technical Artist

Visual effects and technical artist with more than ten years of look development, lighting, modeling and pipeline tools across feature film, episodic, animation and theme park experiences. I create production assets and also improve the processes behind them: finding bottlenecks, refining pipelines and building tools that raise quality, consistency and iteration speed.

EXPERIENCE

Sr. Visual Effects Designer
05/2023 – Present

Walt Disney Imagineering · Orlando, FL

ATTRACTIONS Indiana Jones and the Myth of the Jade Serpent, Antonio's Fiesta de Encanto, Sugar Rush: Sweet Rescue (in development)

Sr. Technical Artist
06/2022 – 05/2023

Disney Streaming R&D · Orlando, FL

Look Development TD Lead & Lighting Artist
11/2020 – 06/2022

Encore VFX · Burbank, CA

Led the look development TD team: managed artist workflows, built tools and defined the look of assets in production. Lit shots across episodic and feature VFX.

SERIES Supergirl, The Flash, Batwoman, Black Lightning, Doom Patrol, All American, Minx, Just Beyond, Dead Boy Detectives

FILM Copshop

Visual Development Modeler
07/2020 – 11/2020

Netflix Animation Studios · Los Angeles, CA

Modeling, texturing, rigging and lighting.

ANIMATED FILM Back to the Outback

Unreal Engine TD
04/2020 – 05/2020

The Third Floor Inc. · Los Angeles, CA

Blueprint creation, look development and lighting for a research short film.

Visual Effects Designer
07/2017 – 04/2020

Walt Disney Imagineering · Glendale, CA

Generalist artist on theme park attractions and Disney R&D projects.

ATTRACTIONS Guardians of the Galaxy: Cosmic Rewind, Web Slingers: A Spider-Man Adventure, Avengers Headquarters, Lightning McQueen's Racing Academy

DISCIPLINES

Look development · Lighting · Shading · Texturing · Modeling · Compositing · Rigging · Tool development

SOFTWARE

3D & REAL-TIME
Houdini, Maya, Unreal Engine, ZBrush, SpeedTree

RENDERING
RenderMan, V-Ray, Arnold

TEXTURING
Mari, Substance Painter, Substance Designer

COMPOSITING & 2D
Nuke, Photoshop, After Effects, Illustrator

SCRIPTING
Python, PyMEL, MEL, HScript

AWARDS

Disney Inventor Award
The Walt Disney Company · 03/2024

RenderMan Challenge Finalist
Pixar · 11/2019

Disney Inventor Award
The Walt Disney Company · 03/2019

Look Dev Course Director Award
Full Sail University · 08/2014

VFX Course Director Award
Full Sail University · 08/2014

EXPERIENCE, CONTINUED

Lighting Artist Trainee
04/2017 – 07/2017

Walt Disney Animation Studios · Burbank, CA

Lighting and compositing training shots.

Visualization Asset Artist
10/2015 – 04/2017

The Third Floor Inc. · Los Angeles, CA

Modeling, texturing, rigging and lighting for film visualization and theme park rides.

FILM Avengers: Infinity War, Avengers: Endgame, Power Rangers, L.O.R.D.

Modeling & Texturing Artist
04/2015 – 07/2015

Luma Pictures · Santa Monica, CA

Modeling, texturing and look development.

FILM Ant-Man, The Last Witch Hunter

3D QA & Data Touch Up
10/2014 – 04/2015

Apple · San Jose, CA

Fixed scanned geometry, replaced models with cleaned versions and annotated images for machine learning training, for Apple Maps on iOS.

PATENTS

US 11,928,766
Personalized Stylized Avatars
Disney · granted 03/2024

US 11,315,298
Personalized Stylized Avatars
Disney · granted 04/2022

EDUCATION

Computer Animation
Full Sail University · Winter Park, FL
08/2011 – 08/2014

LANGUAGES

English
Full professional proficiency

Spanish
Full professional proficiency

ONLINE

Portfolio & reels
franciscoemanuel.com

Vimeo
vimeo.com/user26335839