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## ALEX FRANKS

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## SKILLS

**SOFTWARE** Advanced: Maya, Photoshop, ZBrush, After Effects, Unity  
Intermediate: Substance Painter, 3DS Max, Illustrator, C4D  
Basic: Mari, V-Ray, Premiere, Unreal

**3D** Core skills: Modelling, texturing, lighting/shading  
Other skills: Rigging, animation, dynamics, cloth, MEL

**2D** Some experience in: Illustration, character animation,  
UI creation, compositing, motion graphics, stop-motion

**OTHER** Basic programming in Java, C#, and LUA

## EMPLOYMENT

**FREELANCE** Jul 2013 to present

- Worked at Reuters News Agency, modelling, texturing, and animating a real-time 3D industrial construction robot for a web browser advert using WebGL. This included retopology from a high-res CAD model.
- Worked at Mediatonic Games, modelling and texturing (nearly) all characters and environments for a 'vertical slice' demo for a PS4 game. This included level layout in Unity, lightmap creation, and providing a clear UV layout for another texture artist to work on parts.
- Worked at Bossa Studios, creating 3D rigs and animations for 2D 'storybook' style artwork for a point and click adventure game, using Maya and Unity.
- Created several PS3 dynamic themes for Warner Bros, for films including The Hobbit: The Desolation of Smaug, Edge of Tomorrow, and Godzilla.
- Worked on a project of my own, which is roughly a game/novel hybrid for tablets. Skills used and developed include 2D/3D art, scripting (Unity), and writing.

**SONY COMPUTER ENTERTAINMENT EUROPE: DYNAMIC THEME ARTIST/DESIGNER**

Apr 2010 to Jul 2013

- Sole responsibility for creation of around 70 PlayStation 3 dynamic themes (animated menu backgrounds with customised icons) in as wide a range of styles as possible.
  - Many involved working with in-game and marketing assets for franchises including Assassin's Creed, Resident Evil, God of War, and Shadow of the Colossus, often adapting models for high-res renders.
  - Most of my themes achieved an average user rating of around 4.5 out of 5 on the PlayStation store, and reached hundreds of thousands of PlayStation Plus subscribers worldwide.
  - Techniques utilised covered everything from low-poly and high-poly 3D, to various forms of 2D animation, to photographic stop-motion animation. Functionality was implemented using Java script.
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## EMPLOYMENT

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### SONY COMPUTER ENTERTAINMENT EUROPE (CONTINUED)

-Assisted other artists at various companies with theme creation advice and example scripts.

-Occasionally produced 3D renders used in promotional artwork on the PlayStation website and store.

### PASSION PICTURES: *TEXTURE ARTIST* Feb 2010

Short term freelance job working on a pitch project using Photoshop and XSI. I had to quickly develop and implement a texture style to match a specific cartoon look.

### ZOË MODE:

*GUITAR HERO DLC*      *LEAD CINEMATIC ARTIST* May 2009 to Dec 2009  
*CINEMATIC ARTIST* Dec 2008 to May 2009

This involved designing the visuals for downloadable songs, arranging existing character animations, cameras, and lightshows to look like a well-directed music video.

### *DISNEY SING IT 2 PITCH VIDEO* Oct 2008 to Dec 2008

On this project I put my experience in rendered animation to use in texturing and shading three 3D characters and providing confetti-esque particles.

### *EYETOY PLAY: HERO* Jan 2008 to Sept 2008

I created a large portion of the 3D artwork for this PS2 game. I also established workflows for the lighting and tile-based environment systems for the other artists to follow, and trained new artists.

### NEXUS PRODUCTIONS: *BBC 3 IDENTs* Nov to Dec 2007

This role involved texturing, shading, and modelling various objects and characters, using Photoshop, 3DS Max, and the Brazil renderer.

### FREELANCE PROJECTS 2004 to 2007

After finishing university I worked on a wide range of 3D-based freelance projects, including advertising imagery for AXA Insurance and VFX for a short film.

## EDUCATION

### BSC DIGITAL ENTERTAINMENT University of Derby (2001-04) - Grade: 2-1

Dissertation: Non-Photorealistic Rendering Tool (MEL script) - Grade: A

Next-gen games training with Escape Studios tutor at Zoe Mode (Oct 2008)

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