

## WORK

**33North LLC : Founder** 1/05 - current

33North is my production studio located in Phoenix Arizona and founded in 2005. 33North has consistently helped it's clients stay abreast of the latest technologies helping them to maintain a firm foothold in an ever changing environment. I've specialized in agency level solutions for clients of all sizes. My main focus being photorealistic renderings and animations, motion graphics, AR/VR and mobile design solutions.

**R&R Partners Agency : Digital Artist** 11/18 - 3/20

Responsibilities included 3d design and development as well as 2d motion graphics for various clients advertising campaigns. Additionally, designed and produced graphics for augmented and virtual reality projects for the Boeing Corporation, City of Las Vegas, Facebook and Instagram.

**Oceanhouse Media : Art Director** 1/09 - 1/14

Responsibilities included the development of design templates for the various application types Oceanhouse was authoring, primarily for Hayhouse Publishing. Additionally I did the visual designed many of their hero apps across all categories as well as several games for Dr Seuss Enterprises.

**Serbin Communications Inc : Editor for Play Illustration** 1/10 - 1/14

As editor for Play Illustration I managed all online content, redesigned the website, created contests, promoted all represented artists and brought in new members. Additionally I managed all social media.

**Art Institute of Phoenix : Instructor** 8/02 - 8/08, 8/18 - 5/18

I sat on board for Game Art & Design. 2002-2018

I was an instructor in the Game Art and Design curriculum, these included, animation, game design, lighting and surfacing and environment creation.

**Phoenix College : Instructor** 9/00 - 9/02

Taught general 3d modeling and animation courses. Instructed students on the use of 2d and 3d programs including Lightwave for modeling, animation, lighting, environment creation and surfacing, and the Adobe suite of products for 2d texture development.

**Banned From The Ranch : VFX Artist** 1/97 - 6/99

VFX artist for feature films and broadcast media. Responsibilities included conceptualizing solutions for VFX shots and meeting with VFX supervisors for dailies. Credits include... Titanic, Dr Doolittle, Spawn, Metal Fighter, Deep Rising and commercial spots for Nissan and MTV.

**Presto Studios : Art Director** 7/94 - 1/97

Lead texture and surfacing artist on The Journeyman Project 2 "Buried in Time" and Art Director on "Gundam 0079 - The War for Earth" and The Journeyman Project 3 - "Legacy of Time". Managed production team and title development. Additionally spoke for Presto Studios at trade shows and gaming events.

## EDUCATION

**Northern Arizona University : BS Visual Communications** 1986 - 1990

During my first year I held a physics major and anthropology minor. Following I moved to the School of Communications and started my graphic design curriculum. I received a Bachelor of Science in Visual Communications with a Graphic design emphasis. While at NAU I received a full tuition scholarship for my photography work for 4 consecutive semesters.

NAU did not offer a computer arts degree at that time but they did work with me and allow me to set up an independent study curriculum. Craig Caldwell, the computer graphics teacher at the time worked with me to expand the one computer graphics course offered into an independent study course which grew each semester. By the time I graduated this course grew into a full CGI curriculum that thrives to this day. Now NAU currently has a very strong CGI course of study.

**Scottsdale Community College** 1985 - 1986

I attended SCC for my first year of college. My major course of study was physics.



THIRTYTHREENORTH

33North is my production company started in 2005. I strive for agency level solutions for clients of all sizes. I have always focused on delivering the high-end-level 3d illustrations and animations possible, providing my clients with a sharp, clean, cutting edge look for their brands. The lions share of my work is product visualization, photo realistic 3d renderings of products and processes. Recently though much of my work has been Motion Graphics. Some of my larger clients - Boeing, Discount tire, Pepsi, Edwards Life Sciences, Dr Seuss Enterprises, Hasbro, The Arizona Lottery, EA Sports, Shamrock and Sea World.

## SKILLS

Over the years I've worked with most every production package. I've been lucky enough to witness the evolution of CGI production software over a quarter century and in several instances influence it's development. As a beta tester for many 2d, 3d and simulation packages I've been on the cutting edge of development for 25+ years. As a writer I've contributed to software manuals for 3ds Max, Cinema 4d and Electric Image to name a few.

I'm comfortable in most software environments and consider myself an expert in the following. **Adobe Photoshop, Adobe After Effects and 3ds Max** These I use on a daily basis and have taught for many years. Additionally I'm very comfortable with the following...

**Figma, The Adobe suite, Cinema 4d, Lightwave, Maya, Sketch, Unity 3d, Unreal, Video Copilot Suite and many other 3d party add on's to my favorite production packages.**

I am also a writer. I've contributed to many industry books (remember those) and magazines. I was a regular columnist for 3d World magazine as well as the editor for Mastering 3d Graphics and Play. I've done a fair amount of lecturing and representing at trade shows for both production companies such as Presto Studios and EA as well as for software developers like Adobe and Discrete and Stratavision going all the way back to the early 90's.

## PROPS

**Michel Kripalani**

President and CEO Oceanhouse Media Inc.  
*Frank has an excellent design sense and great work ethic. His technical and management skills are solid. It was a pleasure having him as the Art Director at Presto Studios for many years. I would be happy to work with him again someday.*

**Phil Saunders**

Motion Picture and Film Consultant/Contractor.  
Designer of Ironman. *"Frank is an exceptional artist. His work at Presto set a new high bar for graphics in the game industry, and since then he has continued to innovate through his own work. I have worked with Frank both as a supervisor and as a sub-contractor, and from both sides I have found him to be a dedicated and flexible collaborator. He is a pleasure to work with and a unique talent. I wouldn't hesitate to recommend him."*

**Josh Kirschenbaum**

VFX Supervisor, Nomad Editing Company  
*"Frank is one of those artists that believe the devil is in the details - he adds a taste of "reality" to his work that takes it to the next level"*

**Rick Snailum**

VP, Creative Director, Sitewire  
*"I have worked with Frank on several occasions with 3 different companies. I have contracted Frank for 3D work because I needed photo-real images and Frank is the best. My clients range from Multi-national car companies to children toy companies. Frank always delivers the same high-grade of service with every project. I recommend Frank and 33North for any of your modeling projects."*

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