

FRANCESCA CASTELLANOS

3619 Vinton Avenue Los Angeles, CA 90034 619.723.1424

fisafees@gmail.com www.fushca.netfirms.com

OBJECTIVE

To create art assets that meet or go above expectations. I enjoy problem solving aspects of the art process in gaming. The challenge of creating an asset that works within engine requirements yet looks awesome and or pushes the limits makes my day. With the experience and the number of games shipped, I can also help others, as a Senior, to understand pipelines and procedures.

SKILLSETS

- Proficient in Maya, 3dsMax, and Photoshop
- Some knowledge in Zbrush, 3dunfold, After Affects.
- Automotive/Industrial design background. Some experience in real world conceptual applications.

EXPERIENCE

Spark Unlimited

Nov 2007- present

Unannounced title

Preproduction work on a Sci-Fi FPS.
Senior Artist Environment/Character/Concept

Legendary

due this year

Weapons duty! Final polish on several of the first person view weapons.

THQ- Heavy Iron

Nov 2006-Nov 2007

Wall-E

Environment Artist

due this summer

Climax Group

Oct 2006- Oct 15 2006

Silent Hill - Origins (PSP)

Senior Environmental Artist
project was moved to UK studios a week after I started work.

Sony Online Entertainment

June 2001-Oct 2006

Everquest 2

Character Modeler

shipped November 2004

Everquest 2: Desert of Flames

shipped Summer 2005

Everquest2: Kingdom of Sky

shipped Spring 2006

Everquest2: Echoes of Faydwer

shipped Spring 2007

Planetside

Vehicle/Prop/ Environment Concept Artist
UI design/ Environmental modeler

shipped May 2003

Planetside: Core Combat

shipped October 2003

Planetside: Aftershock

shipped October 2004

Modern Combat

Vehicle/Prop Concept Artist
Environmental Modeler

incomplete project

Kinesoft Development

1999-2001

Crimson Order

Concept Artist
Environmental Modeler

Incomplete project

Art Center College of Design Winter 1997

Bachelor of Science in Automotive Design

Salary negotiable. References available upon request.