

Franklin Sterling III

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SKILLS

Maya, 3DS Max, Mudbox, Substance Painter, Photoshop, Illustrator, After Effects, WebGL, Character Animation, Maya Rigging, Maya Dynamics, UV Mapping, Texturing, Lighting, Figure and Gesture Drawing, 3D Printing, Lumion, V-Ray, Mental Ray, Arnold.

EDUCATION

The Art Institute of California, Los Angeles

June 2010

- Bachelor of Science, Media Arts and Animation

Accolades

- Valedictorian

PROFESSIONAL EXPERIENCE

Freelance 3D Artist, Los Angeles, CA

June 2010 – Present

- 3D modeling, texturing, rigging, layout and animation.

Paramount Parks and Resorts, West Hollywood, CA

July 2022 – Present

3D Artist (Design & Visual Development)

- Design and visual development of themed attractions; utilizing 3D modeling to conceptualize environments, characters and stage elements for Paramount parks and resorts around the world.

Mindshow, Los Angeles, CA

April 2021 – April 2022

Lead Layout Artist

- Previs and scene assembly, debugging complex prop and hard surface rigs within Maya, testing character rigs, testing pipeline optimization, assisting in and improving the pipeline process.

Paramount Parks and Resorts, West Hollywood, CA

July 2019 – January 2021

Associate Designer

- Design and visual development of themed attractions; utilizing 3D modeling to conceptualize environments, characters and stage elements for Paramount parks and resorts around the world.

Thinkwell Group, Los Angeles, CA

July 2016 – March 2019

Lead 3D Modeler

- Hard surface and organic 3D modeling, UV layouts, texturing, lighting and rendering of architectural facades and set designs in blue sky development as well as in production for amusement parks and museums worldwide.
- Animation of simulations for prop and stage transitions during live and interactive shows.
- Acting as a liaison between the Design, Interactive/Tech, Media and Business Development departments.
- Preparing files and converting them to alternative formats for outside vendors.

Highlights

"Warner Bros. World" Abu Dhabi

- Created 3D models of classic Warner Bros. characters and provided file preparation of subsequent 3D models for mold making and fabrication to be used for attractions within the park.

Eric Miller Animation, Los Angeles, CA

May 2016 – July 2016

Layout Artist

- Converting storyboards into camera shots
- Staging of characters and actions that occur in each scene
- Ensuring that each file is set up for the next step of animation

Alpha Animation, Burbank, CA

February 2016 – April 2016

3D Animator

- 3D character animation for an Australian household errands outsourcing app called, "Buzz."

Highlights

"Buzz" (Australian household errands outsourcing app)

Sprite Animation Studios, Culver City, CA

March 2015 – December 2015

Layout Artist

- Converting 2D storyboards into 3D camera shots
- Staging characters and plotting actions that will occur within every scene
- Ensuring that files are set up properly for the next step of animation

Highlights

"Rudolf & Ippaiattena" (Full length 3D film adaptation)

31 Thirteen Studio, Burbank, CA

October 2014 – March 2015

3D Artist/Designer

- 3D modeling of architecture and set designs for amusement parks worldwide
- 3D character modeling and rigging
- Matte painting
- 2.5D animation
- web design

Sprite Animation Studios, Culver City, CA

August 2014 – October 2014

Layout Artist

- Converting 2D storyboards into 3D camera shots
- Staging characters and plotting actions that will occur within every scene
- Ensuring that files are set up properly for the next step of animation

Highlights

"Pac-Man and the Ghostly Adventures: Season 2" DisneyXD

- Episode 222: "Honey, I Digitized The Pac"
- Episode 223: "Santa-Pac"
- Episode 226: "New Girl In Town"

31 Thirteen Studio, Burbank, CA

February 2013 – August 2014

3D Artist/Designer

- 3D modeling of architecture and set designs for amusement parks worldwide
- 3D character modeling and rigging
- Matte painting

Highlights

"Gru's Lab Café" Universal City Walk

- Created designs for interior set dressing using Photoshop.
- Created designs for exterior sign using Photoshop and Illustrator.
- Assistant on-site art director.

Bento Box Interactive, Marina del Rey, CA

August 2012 – September 2012

Character Animator/Layout Artist

- Maya character animation

Highlights

“Alicia Keyes Presents: The Journals of Mama Mae & Leelee”

- 3D character animation for an interactive children’s book; available on iPad and various mobile devices
- Converting storyboards into 3D camera shots
- Staging of characters and actions that occur in each scene
- Ensuring that files are set up properly for the next step of animation

Inhance Digital, Los Angeles, CA

July 2010 – August 2012

3D Artist

- Maya character animation
- Maya rigging and dynamic simulations
- 3D modeling, UV mapping, texturing and lighting using 3D Studio Max

Highlights

- *“TiVo Manifesto”*
- *“Singing TiVograms”*
- *“TiVo Best Buy vignettes”*

The Zoo, FX, Calabassas, CA

May 2010 – July 2010

Production Assistant/3D Modeling

- 3D modeling, UV mapping, texturing and lighting using Maya
- Vehicle rigging and animation using Maya

The Art Institute of California - Los Angeles, Santa Monica, CA

July 2008 – June 2010

Teaching Assistant

- Assisted Life Drawing and Anatomy teacher in coordination of class exercises

Chambers Bros. Entertainment, Los Angeles, CA

January 2010 – April 2010

Production Intern

- Character rigs, scene setup, character animation and lip sync animation using Flash

Highlights

- *“Cheech & Chong’s Animated Movie”*

ACCOLADES

***“Game Design Essentials”* By Briar Lee Mitchell (Book Publication)**

- Chapter IV *“Developing Concept Art”* (Pgs. 89-93)
- Five page discussion on finding inspiration for original ideas

***“The Red Bedspread”* By Karen Soliday & Franklin Sterling III (Children’s Book Publication)**

- 16 digital paintings using Photoshop, 3D Studio Max and Maya
- 25 second book trailer using After Effects
- 6 self-produced podcasts
- Storytelling consultant
- Website design using Dreamweaver