

FRANCESCA SCIACCA

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AREAS OF EXPERTISE

Compositing | Lighting | Look Development | Modeling | Production Management |
Rendering | Rigging | Texturing | UV Mapping | Visual Effects

TECHNICAL SKILLS

Adobe After Effects | Adobe Illustrator | Adobe Photoshop | Adobe Premiere | Autodesk 3ds Max | Autodesk Maya | Cinema
4D | Foundry Modo | Foundry Nuke | SideFX Houdini | Substance Designer | Substance Painter | Unreal Engine | ZBrush

PROFESSIONAL EXPERIENCE

NICKELODEON, NOGGIN, New York, NY (Hybrid)

August 2021 - May 2024

Computer Graphics Generalist

- Fostered professional connections with artists, animators, and programmers to deliver projects within timelines and budget, meeting the needs of 2.5 million subscribers.
- Transformed over 50 diverse character and prop designs into 3D models utilizing Autodesk Maya and ZBrush.
- Implemented character and prop rigs, ensuring alignment with the criteria specified by animators and scripts.
- Applied distinctive texturing styles to assets using Substance Painter, Designer, and Photoshop, adjusting to multiple render engines, including V-Ray, Arnold, and Redshift.

FANCY BRIGADE ASSOCIATION, Philadelphia, PA (Remote)

June 2022 - January 2023

Production Coordinator | Visual Effects Artist

- Developed and presented comprehensive style and visual effects guides, setting clear production standards and expectations to ensure cohesive project outcomes.
- Managed end-to-end aspects of animation production, overseeing all stages from conception to final delivery using After Effects and Autodesk Maya, consistently meeting project deadlines.
- Communicated closely with external vendors to coordinate and verify LED screen specifications, ensuring timely delivery of final assets and adherence to project timelines.

THRESHOLD ENTERTAINMENT GROUP, Santa Monica, CA (Remote)

April 2020 - September 2020

Computer Graphics Generalist Co-op

- Collaborated closely with the CEO, Art Director, and Production Assistants to convert over 10-character designs into 3D models for an upcoming television series.
- Developed naming conventions and organizational requirements to optimize workflow across the team, implementing them into scripting.
- Modeled and composited the studio introduction title card in Autodesk Maya for film and content opening sequences on Netflix and Amazon Prime.

BLUE SKY STUDIOS, Greenwich, CT (Remote)

May 2020 - August 2020

Production Management Mentorship

- Led a team of artists by researching 8 diverse studio departments, enhancing comprehension of pipeline workflows, and integrating the best practices of each department into the senior thesis.
- Partnered with a mentor to develop task management charts in Shotgrid for senior thesis preparation, streamlining the look development process for the team.
- Facilitated mentor critiques by organizing and preparing assets produced by the team in 12 Microsoft Presentations, and transcribing notes to progress look development and story.

HONORS & AWARDS

Emmy Nominated, 2023 | Lead CG Generalist on "Snacks with Spats" for Outstanding Interactive Media

EDUCATION

Bachelor of Science (B.S.), Animation and Visual Effects & Entertainment Arts Management

Drexel University, Philadelphia, PA