



character animator

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SKILLS

Primary

- Character animation
- Drawing

Secondary

- Modeling
- Rigging
- Sculpting

Software

- Autodesk Maya
- 3D Max
- Adobe Photoshop
- Adobe Premiere
- Krita
- ZBrush
- Blender

EDUCATION

Animation Mentor - Advanced Studies in Character Animation

2013 - 2018

- Class 1:
Anthony Wong, Pixar
- Class 2 & 3:
Raymond Ross,
Blue Sky Studios
- Class 4:
James Chiang,
Animation Mentor
- Class 5:
Boola Robello,
MPC
- Class 6:
Sean Sexton,
Dreamworks Animation

Activities & Societies:
Peer Buddy

Universidad de Bogotá Jorge Tadeo Lozano - BFA in Liberal Arts

2012 - 2018

Gimnasio Moderno - High School

2005 - 2011

EXPERIENCE

Timbo - Animation Director / Bogotá, Colombia

- Feature Film - NDA May 2020 / Aug 2020

Working remotely

Working personally with the direction to find a clear personality and story line for all the characters in the movie. Creating guidelines for all the animators in the production to ensure coherence throughout the movie. Working hand in hand with the rigging department to make the most appealing assets. Working directly with the VFX and lighting department to fulfill the animation needs required to ensure a better work dynamic.

Emberlab - Cinematic Animation Supervisor / Orange County, California Area

- Kena Bridge of Spirits Jan 2020 / July 2020

Working remotely

Supervising the animation team to keep the characters performance coherent. Figuring out the animators best skills to distribute the scenes amongst them, issue a timeline and supervise the schedule.

Emberlab - Cinematic Character Animator / Orange County, California Area

- Woodland Game Apr 2018 / Dic 2019

Working remotely

NightWheel Pictures - Character Animator / San Francisco, California

- La Noria / May 2015 - 2018
Volunteer on Collaborative Project

Working remotely

Animated various shots for Carlos Baena's short film La Noria. The short is animated at a feature quality level. I also proposed the use of a picker to help the workflow of the team. I helped creating it and helped creating poses for the pose library. These tools ended up being crucial for all the animators in the production.

Wizart Animation - Character Animator / Moscú, Rusia

- Sheep & Wolves II / Aug 2017 - Dic 2017
- Snow Queen IV / Aug 2017 - Dic 2017

Working remotely

Character animator for Russian feature films "Sheep & Wolves II" & Snow Queen IV.

Emberlab - Character Animator / Orange County, California Area

- Hisense Quest For Glory / Apr 2016

Working remotely

Character animator for the videogame "Woodland Game Demo" & the Eurocup 2016 short film comercial "Hisense Quest For Glory".

Wizart Animation - Character Animator / Moscú, Federación Rusa

- Snow Queen III / Dic 2015 - Sep 2016
- Sheep & Wolves / Apr 2015 - Oct 2015

Working remotely

Character animator for Russian feature films "Sheep & Wolves II" & Snow Queen IV.

Neko Productions - Character Animator / Hollywood CA

- Avengers Ipad Game / Jul 2015 - Aug 2015

Working remotely

Character animator for the videogame "The Avengers". Animated various cycles for the main characters of the game under the supervision of Liron Topaz.

Ad Infinitum - Character Animator / Bogotá, Colombia

- Camino de Brujas / Jul 2014 - Sept 2014

Working remotely

Character animator for Colombian short film "Camino de Brujas". Animated various scenes throughout the short film under the direction of Luis Carlos Uribe.

ACOMPLISHMENTS

See all accomplishments and press at www.lorenzofrancos.com

Speaker at CTN-X -
Invited to speak for the animation
done in La Noria short film.
November 2018

Mentor Choice Award -
Recognition for the highest
achievement Animation
Mentor's November 2018

Naska Digital -
Work featured in Naska
Digital Students reel
2009

Animation Mentor -
Work featured in Animation
Mentor's Showcase 2018

Animation Mentor -
Work featured in Animation
Mentor's Showcase 2015

Animation Mentor -
Work featured in Animation
Mentor's Showcase 2014