

FRANK LITTLE

3D GENERALIST
SPECIALIZING IN PRODUCT VISUALIZATION

FCLittle.com

SOFTWARE PROFICIENCY

Autodesk Maya

Autodesk Mudbox

Substance Painter

Unreal Engine

Adobe Photoshop

Adobe After Effects

Adobe Illustrator

E-on Vue Infinite

Nuke

EDUCATION

BA in Science
Art Institute of Santa Ana
Visual Effects/Motion Graphics

CONTACT

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PROFILE

Frank Little has been working with 3d for over a decade, first as a hobbyist with programs like Vue Infinite and Silo before attending the Art Institute of Santa Ana where he studied visual effects and motion graphics. A 3d generalist, Frank specializes in concept design and product visualization; he also has experience in environment and character modeling as well as asset creation for gaming. A consummate professional, he prides himself on his strong work ethic and his ability to work through problems. He works well with others, both in positions of leadership and in supporting roles.

EXPERIENCE

Opkix | From 2017-2018

Freelance Concept Design/Product Visualization

Took concept ideas for several products and helped flesh out the design and then used Maya to model prototypes. (Examples available on my website at FCLittle.com under the Product Development tab.)

Nacho Nation | From 2016-2017

Freelance Concept Design/Interior Design

Modeled and rendered mockups for a start up business venture. (Examples available on my website at FCLittle.com under the Interior Design tab.)

Hospitality Server | From 1995-2016

Over the course of these years I worked in the service industry in a long term capacity with companies such as Claim Jumper, the Daily Grill, and Zov's Bistro. Duties included hosting, bussing, and eventually Lead Server, training new hires and working closely with managers to ensure the guests had a world class experience.

REFERENCES

Jayr Salenga (Motion Designer)
(310) 951-7005
Jayrsalenga.com

David Hernandez (Motion Graphics)
(714) 330-4381