|  |  |
| --- | --- |
|  | Francis Merlino F. MongeFilipino | #5 Angat St., NAPOCOR Village, Tandang Sora,Quezon City, Philippines 1116 |  monge10583@gmail.com  |  63+917-793-1673 [www.francismonge.weebly.com](http://francismonge.weebly.com/) |
| Objective | To contribute and be part of a company specializing in the development of quality casual games that will utilize and enhance the skills I already have.  |
| Skills & Abilities | Character, environment and user interface design, 3D texture and basic modeling, vector art, digital painting, matte painting, illustration, storyboards, flexibility in art style, knowledgeable in HOPA basic rules and game flow, knowledgeable in the development of cut scenes, cinematic and ambient animations, knowledgeable in the development of match 3 games, asset optimization |
| SOFTWARE SKILLS | Adobe Photoshop, Adobe Illustrator, Unity, Spine animation, Adobe Flash, DAZ, 3D Studio Max, Voxel |
| Experience | **ART DIRECTOR, XURPAS**4th flr, Cambridge bldg., June 2015 – April 2018* Responsible for the visual quality of all video game projects
* Responsible for design related documentation
* Develop approach / general plan for the production of art assets
* Scheduling and assigning tasks for all the art team
* Monitor task management system of the art team
* Work with project leads, lead designer, lead programmers, lead 3D artist and other personnel involved in the development of the products
* Work on production of all types of art assets for different game platform engines
* Evaluate performance of the entire art team
* Provide skills development plan of each individual artists

**lead DIGITAL artist, BOOMZAP**491 Yio Chu Kang Rd, Singapore 787078May 2014 – March 2015* Responsible for the visual quality of the creative product
* Responsible for design related documentation of the creative product
* Develop approach / general plan for the production of art assets
* Scheduling and assigning tasks for a project’s art team
* Monitor task management system of a projects art team
* Work with project leads, lead designer, lead programmers, lead 3D artist and other personnel involved in the development of the products
* Provide mentorship to less senior developers
* Work on production of all types of art assets for different game platform engines
* Provides daily reports to department director

**PROJECTS*** **Rescue Quest (**Lead Artist)

Puzzle adventure* **The Quest** (2D artist)

Free to play RPG **lead DIGITAL artist, ANINO** **games**3F, Eurovilla 4 Bldg, A. Arnaiz Ave., Legaspi Village 1229, PhilippinesMarch 2010 – April 2014* Responsible for the visual quality of the creative product
* Responsible for design related documentation of the creative product
* Develop approach / general plan for the production of art assets
* Scheduling and assigning tasks for a project’s art team
* Monitor task management system of a projects art team
* Work with project leads, lead designer, lead programmers, lead 3D artist and other personnel involved in the development of the products
* Provide mentorship to less senior developers
* Work on production of all types of art assets for different game platform engines
* Provides weekly reports to department director
* Conducts bi-annual evaluation of senior and junior artists

**PROJECTS*** **Through Andreas Eyes (**Lead Artist)

Hidden object puzzle adventure* **The Gift** (Environment concept)

Hidden object puzzle adventure* **Lords and Colonies** (Lead Artist)

Facebook strategy game* **Deal or No Deal: Vegas Gold** (2D artist)

Iphone / ipod casino game**GRAPHIC DESIGNER,** GOLDEN ABC, OXYGEN BRAND1155, North EDSA, Quezon City, Philippines 1106September 2009 – March 2010* Recommend design direction and colors for the season.
* Translate trends into commercially-viable designs in keeping with the brand’s image, market, pricing structure as well as consumer buying preferences.
* Spec preparation & development.
* Manage/ oversee sample fitting & evaluation.

**lead graphic artist,** ann system developmentOppen bldg., #349 Sen. Gil Puyat Avenue, Makati CityOct 2004 – December 2007* Digitaly enhance images from South Korea for printing
* Monitor production output quality
* Train new employees
* Distribute tasks among team members
 |
| RELEVANT ACHIEVEMENTS | **Special Commendation, In recognition of exemplary performance**2013 Anino Games Awards**Artwork published at Reader FXposé****ImagineFX** Christmas 2012**Finalist EXPOSÉ 11****Ballistic Publishing****First Place Indie Comics Competition****KOMIKON:** Philippine Comics Convention 2005 |
| Education | **Mapua Information Technology Center,** 333 Hil Puyat Ave., Makati Philippines**Associate Diploma Program, Digital Arts and Design****University of Santo Tomas,** España, Manila, Philippines**Bachelor of Fine Arts, Major in Painting** |
| reference | **RAYMUND LOTA,** Art Director**Synnergy88 Studios****MARLON DANLAY,** Game Designer**Anino Playlab****Danielle Wijesekara Lalimarmo,** Artist**Xurpas Inc** |