

Leslie Franco

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WORK EXPERIENCE

STEM Forged

Jun. 2023 – Aug. 2025

Operations Assistant | October, 2024 – May, 2025

Remote

- Serve as the primary contact for clients and staff, managing operations, schedules, and files while ensuring consistent support and communication; maintaining staff satisfaction and a 100% attendance rate.

Online Game Design Instructor | June, 2023 – August, 2025

Remote

- Guide students through the game design process, from concept to a finished game, by teaching 3D modeling, animation, and event systems while ensuring they grasp the game design pipeline and gain practical skills.
- Develop sample projects alongside students to showcase the game engine's advanced capabilities while testing student ideas, providing practical walkthroughs, resulting in published samples for student reference.

Light Box Expo

Oct. 2023, Oct. 2024

Fire Fly

Pasadena, CA

- Coordinated scheduling and pacing of artists' presentations while helping with crowd control for an Animation Convention.

Animation Libation Studios | [Internship Sample Tab](#)

May. 2020 – April 2022

Lead Animator and Animation Coordinator | June, 2021 – April, 2022

Remote

- Led a team of 10 animators, training new members, ensuring cohesive shots, distributing work, and animating weekly, which increased production by 600% due to each animator handling multiple shots per week.
- Tracked production progress by updating weekly meeting notes, documenting completed animations, and recording the director's feedback to ensure the team stayed on schedule.

Intern | May, 2020 – June, 2021

Remote

- Contributed to the production's development in Maya by designing props and assisting with modeling room concepts, using reference images and 3D animation skills while collaborating with the director and a team.
- Participated in character animation by collaborating on a 3D animatic, acting out shots for accurate posing, testing rigs for limitations, and refining camera angles to prioritize model development.

PROJECTS

- Team Production - 2D/3D Artist - (Short Film with a team of 5)
- Movie Poster - (The Power Rangers of Anaheim)
- Stingray Sticker Design - (Orange Coast College and Newport Beach Lifeguard Department)

SOFTWARE & SKILLS

- **Software:** Adobe - (Photoshop, Illustrator, After Effects, Premiere Pro), Maya, ZBrush, Blender, Blocksmith, Shotgrid, ToonBoom - (Harmony Premium, & Storyboard Pro), & Notion
- **Skills:** 3D Character Animation, Game Development, Self-Motivated, Detail-Oriented, & Quick to Adapt

EDUCATION

California State University, Fullerton

Aug. 2019 - May, 2022

Bachelor of Arts, Fine Arts - Concentration in Entertainment Arts and Animation

Fullerton, CA

Orange Coast College

Aug. 2016 - May, 2019

Associate Degree, Studio Arts

Costa Mesa, CA