

# Leslie Franco

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## WORK EXPERIENCE

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### Mastery Coding

Sep. 2025 – Present

*Instructor*

*Remote*

- Contracted to educate students on creating pixel art and building their own games, combining artistic expression with hands-on game design skills.

### 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 – 2025

*Fire Fly*

*Pasadena, CA*

- Coordinated artists' presentations schedules, crowd control, and answered attendee questions at an annual 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.

## SOFTWARE & SKILLS

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- Software:** Adobe - (Photoshop, Illustrator, After Effects, Premiere Pro), Maya, ZBrush, Blender, Blocksmith, Shotgun, ToonBoom - (Harmony Premium, & Storyboard Pro), & Notion
- Skills:** Character Animation, Graphic Design, Game Development, Customer Service, Team Management

## EDUCATION

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### 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*