

IGNACIO LEFRANC

ENVIRONMENT ARTIST

CONTACT

ignaciolefranc@gmail.com

ignaciolefranc.com

787.427.9385

SKILLS

3D Modeling

Lowpoly Modeling

World Building

UE4 Blueprinting

PBR Materials

Foliage

Ideation

Source Control

Agile

SOFTWARE

Maya

Zbrush

SpeedTree

Unreal Engine

Unity

Substance Painter

Substance Designer

Substance Sampler

Photoshop

Illustrator

EDUCATION

5. 2019 - SAVANNAH COLLEGE OF ART AND DESIGN

BFA | INTERACTIVE DESIGN AND GAME DEVELOPMENT

- Savannah
- Hong Kong, S.A.R, China

EXPERIENCE

EDENIC ERA LLC

03/2021 - PRESENT

ENVIRONMENT ARTIST

- Level design and creation of all planet environments for our multiplayer space puzzle/adventure game, Lodestar.

VEOVEO STUDIOS

07/2021 - 08/2022

3D ARTIST

- Designed and created multiple scenes for an upcoming Virtual Reality entertainment app, LooperVR.

FREELANCE

07/2020 - 12/2020

3D ARTIST

- Created a 3D scene for Aids United's donation page where you see donations reflected on the 3D space.
- Developed an ArchViz render of a remodeled restaurant.