FRANCESCA PASUBIO

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PROFESSIONAL SUMMARY

Driven and ambitious 3D artist with knowledge of the animation pipeline and a passion for innovation and creativity. Possesses strong interpersonal skills and committed to delivering high-quality work through diligent effort.

CORE COMPETENCIES

- Communication
- Attention to detail

- Strong judgement skills
- Team collaboration

- Problem solving
- Flexible & Adaptable

EDUCATION AND CREDENTIALS

BACHELOR OF FINE ARTS (HONOURS), 2019 TO 2024; Queen's University, Kingston, ON COMPUTER ANIMATION GRADUATE CERTIFICATE 2024 TO 2025; Sheridan College, Oakville, ON

TECHNICAL SKILLS

SOFTWARE: Maya 2025 [Mel, Python] | Maxon ZBrush | Nuke | Unreal Engine | Adobe Substance Painter | **TECHNIQUES:** 3D Modeling | Animation | Design | Texturing | Lighting, Rendering, & Compositing | Rigging

ADDITIONAL TOOLS: Adobe After Effects | Adobe Photoshop | Procreate

PROFESSIONAL EXPERIENCE

TOONRUSH, July 2025 to Present

COMPUTER GRAPHIC ARTIST

- Create optimized CG assets for mobile games ensuring efficient topology and compatibility with Unity Game Engine
- Create 2D assets, designs, and concept art
- Collaborate with game designers and artists to bring gameplay concepts to life
- Provide technical recommendations and high-level time estimates
- Test and provide feedback on game productions in development

AURORA CULTURAL CENTRE, September 2023 to November 2023

PAINT CLASS INSTRUCTOR

- Create and deliver a comprehensive beginner acrylic painting class for ages 16 and up.
- Prepare weekly program activities
- Provide one on one instruction with students

AURORA CULTURAL CENTRE, May 2022- Sept 2022, May 2023- Sept 2023

ARTS CAMP SENIOR COUNSELLOR

- Assist in the development and implementation a diversified arts camp program for children ages 3-12.
- Assist in the preparation of program outlines, daily activities, lesson plans, along with art techniques and goals that match weekly themes.
- Served as a professional photographer, capturing daily activities and special events. Photos taken used in promotional material for the camp.
- Assist in the preparation of art supply orders and completing inventory.
- Provide hands on instruction of all arts activities to campers, prioritizing camper well-being and safety.

PROJECT EXPERIENCE

SHERIDAN COLLEGE, OAKVILLE, ON, MARCH 2025

ANIMATION JAM- COLLABORATIVE 3D SHORT FILM

• Collaborated on a 30 second long 3D animated short film, contributing to animation design, concept development, storyboarding, and modeling. Major duties included a leadership role in shaping the original narrative and visual direction, minor duties included contributing to modeling tasks and actively working to elevate the project's quality through strong teamwork and creative initiative.