

# Franco Agnic

## Technical Artist

Technical Artist specialized in Unreal Engine 5 with expertise in level design, dynamic materials, VFX with Niagara, HLSL shaders, and control rig. Strong proficiency in cinematic sequences (Unreal Engine) prototyping with Blueprints, and managing the artistic pipeline (Blender, Photoshop, Premiere).



## Contact Me

+542013029570

franco.agnic7@gmail.com

in/franco-agnic/

Mendoza, Argentina

<https://frank-07.github.io/MyPortfolio/>

## ABILITIES & WORK TOOLS

- Level & Environment Design
- Dynamic, optimized materials
- Custom HLSL shaders
- Niagara-based visual effects
- Technical animation using Control Rig
- Gameplay systems design and prototyping
- Optimizing performance
- Cinematic Desing



## Work Experience

### Don't Kill Rumble - Scubalight Studios (2022-2025)- Unreal Engine 5 (multiplayer Online)

- Technical Artist
- VFXs Artist
- Enviroment Desingner
- Level Designer
- Technical Designer
- UX Designer
- Cinematic Designer
- 3D Modeler
- Shader Designer
- Materials Designer

### Junior Solutions - Scubalight Studios (2020-2021)- Unreal Engine 4

- Technical Artist
- VFXs Artist
- Enviroment Desingner
- Level Designer
- Technical Designer
- UX Designer

### My Portfolio Website

<https://frank-07.github.io/MyPortfolio/>

## LANGUAGES

- Spanish (Native)
- English (Advanced)

## Professional Education

- Universidad de Mendoza  
Video Game Developer  
(2020-2022)
- Course in 3D Modeling and Texturing with Substance Painter  
(2023-2024)