

MARK ANGELO L. BUENAVENTURA

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Online Portfolios: www.celticslair.weebly.com / www.celticprops.weebly.com

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OBJECTIVE: To obtain a full-time position in the entertainment industry that offers professional working environment which will enable me to unlock more of my abilities and improve my skills as an artist. I would like to work with other professionals to gain more experience and exposure that would benefit to my artistic development as I meet the company's expectation. I will use my skills and put all my effort to be an extremely functional member of the company.

EDUCATIONAL BACKGROUND:

FAR EASTERN UNIVERSITY – MANILA
Bachelor of Fine Arts Major in Advertising Arts

June 2012 – March 2016

WORK EXPERIENCE:

- **DARK PARTICLE STUDIOS** (now DARK FX Inc.) March 2015 – June 2015
Game Development Studio
Concept Artist / Illustrator Intern:
 - Conceptualized 3D Assets for a 3D PC Game
 - Rendered background art for 2D Mobile Games
 - Designed User Interface (UI) studies for a 3D FPS PC Game
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PROJECTS:

- **Art of Juan De la Cruz (Academic Thesis)**
Best in Thesis: Book Design Category
 - Made a video game conceptual art book adaptation of the ABS-CBN TV Series "*Juan Dela Cruz*".
 - **Blood Hunters (Indie Film)**
 - Conceptualized characters and outfits for an upcoming international Indie Film.
 - **Mulawin 2017 (TV Series)**
 - Currently working for Noel Flores in conceptualizing ideas and designs for an upcoming sequel of the TV series, Mulawin.
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SKILLS:

- Drawing and Illustration
 - Digital and Traditional Painting
 - Photography and Photo Manipulation
 - Simple Visual Effects and Videography
 - Digital and Traditional Sculpture
 - Concept Art
 - Character Design
 - Environmental Concept
 - Keyframe Concept Animation
 - Costume and Prop Making
 - Prosthetic / Special FX Make-up
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SOFTWARE PROFICIENCY:

- Fluent in Microsoft Office Software (MS Word, MS Powerpoint, etc.)
 - Fluent in Adobe Photoshop CS2 – CS6
 - Fluent in Adobe After Effects CS3 – CS6
 - Familiar with Adobe Illustrator CS6
 - Familiar with MAYA 2013
 - Familiar with Zbrush 4R6
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WORKSHOPS / SEMINARS:

- Attended the talk with Marvel Studios' Senior visual development illustrator Rodney Fuentebella.
 - Instructed the Basics of Digital Concept Art Illustration in MINT College pocket workshop.
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CHARACTER REFERENCE:

MR. NOEL LAYON FLORES
Lead Visualizer and Creative Consultant at GMA Network Inc.
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