Mark Wabe

Visual Development Artist

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EXPERIENCE

T-Minus Zero Entertainment, NetEase Games

- Present Senior Concept Artist Gearbox Studio Borderland 4 2023-2024
- Visual Development Artst, Stiller Studio 2023-2024 Feature Development / Pre-Production
- Visual Development Artist DreamWorks Animation 2019-22
- Background Layout Artist Bento Box Grimsburg
- Visual Development Artist in Netflix Feature Animation Back to the Outback 2019 - 2020
- Background Designer / Matte Painter / Concept Artist in Nickelodeon Animation Santiago of The Sea / Capitan Calavera /
 - 2018 2020
- Freelance Visual Development Artist DreamWorks Animation Fast and Furious Animated Series 2018
- Freelance Background Painter in Warner Bros. Entertainment Unikitty TV Show 2018
- Freelance Concept Artist in Magnopus Studio
 - 2017 2018
- Concept Artist in BossFight Entertainment. Environments, characters, props, and inspirational concepts for new 3 different IPs. 2017 - 2018
- Concept Art for Reskin and Background "Talking Tom." Outfit7 Limited 2017
- Coroner: Los Angeles County Department of Medical Examiner SOFTWARE PROFICIENCY Art Marketing for Coroner Class .

2015 - 2018

- Concept Environment Design "Living Jungle." "Inner Fire," James Clyburn Ongoing
- Concept Environment Design "The Mill." Tim Janis 2017
- Design Sketches Kitty Bar / Concept Artist **Tianyi Yin Production** 2016 - 2017
- Production, "Hungry Ghost"/ Concept Artist

2015

Edited Magazine, Coroner: Los Angeles County Department of Medical Examiner Layout in magazine 2014

Website NDA password: 2034

EDUCATION

B.S. Media Arts & Animation Art Institute of California, Orang	
Zana-Safadi Master Class	Winter 2015
Inland Empire Art Institute Work	shop, 2012 -2018
Concept Design Academy, Ligh Environment Design Khang Le	ting 2014
California Institute of Arts, Pixar Gina	Feb - 2014 Workshop

Concept Design Academy, Environment Design **Bruno Werneck** Summer 2014

Adobe Photoshop **3D Blender**

MY SPECIALTIES

Conceptual Design Visual Development Matte Painting