

# RESUME

## Benjamin Ang

Conceptual Artist, Singapore

Portfolio: [www.benjaminang.com](http://www.benjaminang.com)

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### Skills

- Wide range of illustration styles ranging from realistic to stylized.
- Proficient with digital painting in Photoshop and Manga Studio.
- Storyboarding for animation and ad commercials.
- Sequential art for comics.
- Experienced in all levels of a concept art pipeline.

### Programs

- Adobe Photoshop
- Adobe Illustrator
- Manga Studio

### Work Experience

Art Director, Dragon Entertainment | Los Angeles, CA (Working from Singapore): 2014 - 2015

Worked with Creative Director and writers to create original concept art and characters for a wide range of potential animation series for TV, film and games.

Art Director / Illustrator, Lowe & Partners | Singapore : 2012 - 2014

Provided illustrations including storyboards, animatics and concept visuals.

Worked with copywriter to generate creative solutions for in-house brands as well as pitching for new business.

Artist, (Freelance) Marvel Comics : 2011

Created cover artwork for comics.

Lead Artist, Mikoishi Studios | Singapore : 2007 - 2011

Worked on the world building and development for Darkgrounds, a Multi-player Online Battle Arena (MOBA) game. Created concept art, promotional paintings and texture maps for 3D models.

Created artwork for Harry Potter Spells, a mobile game app.

Provided many concept art for game pitches.

Comic Artist/Writer (Freelance) The Mammoth Book of Best New Manga Vol 2 : 2007

Wrote and illustrated an original 40 page comic story.

Artist, Tenacious Games | Singapore : 2007

Worked with Art Directors to create illustrations for a trading card game.

Military Service, Singapore Armed Forces | Singapore : 2004 - 2006

### Education

Nanyang Academy of Fine Arts | Singapore : 2001 - 2004

Diploma in Visual Communications.