

Benjamin Ang

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benjaminang.com

Work Experience

Art Director, Dragon Entertainment - 2014 - 2016

Concept art and original character designs for potential animated series and films.

Illustrator, MullenLowe Singapore - 2012 - 2014

Storyboarding and art direction for advertising campaigns and TV commercials.

Artist, Marvel Comics - 2011 - 2012

Cover artwork for comic books.

Artist, Mikoishi Studios - 2007- 2011

Conceptual world building and character designs for a Multiplayer Online Battle Arena Game. 3D Character modelling, UV mapping and texture painting.

Artist, Tenacious Games - 2006 - 2007

Illustration and digital painting for a trading card game.

Freelance Experience

Storyboard Artist / Illustrator

Saatchi & Saatchi, McCann Worldgroup, Prestige Magazine, August Magazine
Street Fighter Tribute, Darkstalkers Tribute, Exotique 6

Apparel and Merchandise Designer

Threadless, Teepublic, Design by Humans

Comic Artist and Writer

The Mammoth Book of Best New Manga Vol 2

Education

Royal Melbourne Institute of Technology - 2018

Bachelor of Design with Distinction, Animation and Interactive Media
Vice-Chancellor's List of Academic Excellence 2018

Nanyang Academy of Fine Arts - 2004

Diploma in Visual Communications, Graphic Design

Skills

Concept Art, Storyboarding, Digital Painting, Sequential Art, 2D Animation,
3D Animation, 3D Modelling, Rigging, UV Mapping, UV Texture Painting, VFX