

Mark Wabe

Visual Development Artist

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EXPERIENCE

- NBC Universal Theme Park
Dec - Present
- T-Minus Zero Entertainment, NetEase Games
July - Sept 2024
- Senior Concept Artist Gearbox Studio
Borderland 4 2023-2024
- Visual Development Artist, Stiller Studio
2023-2024 Feature Development / Pre-Production
- Visual Development Artist DreamWorks Animation
2019-22
- Background Layout Artist Bento Box - Grimsburg
2022
- 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
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

INSTRUCTOR EXPERIENCE

Brainstorm School Teacher
2018 - 2024
Workshop Instructor Filmakademie Baden Wuttemberg
Animationinstitut 2022

EDUCATION

B.S. Media Arts & Animation 2012 - 2015
Art Institute of California, Orange County

Zana-Safadi Master Class
Winter 2015
Inland Empire Art Institute Workshop,
2012 -2018

Concept Design Academy, Lighting
Environment Design 2014
Khang Le

California Institute of Arts, Pixar Workshop
Feb - 2014
Gina

Concept Design Academy, Environment Design
Bruno Werneck Summer 2014

SOFTWARE PROFICIENCY

Adobe Photoshop
3D Blender

MY SPECIALTIES

Conceptual Design
Visual Development
Matte Painting