

MARK SAMUEL E. GABOT

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OBJECTIVE:

To obtain a challenging position in a field requiring strong designs and quality of work.

GRAPHIC ART EXPERIENCES:

2011-Present BOOMZAP

Senior animator/3d modeler

- Animate 3d /2d characters
- Create game effects
- Produce game trailer each games
- Participate on game ideas
- Create concept art
- 3d model , rig and animate character or critters
- Test build and double check on animation.

2007-May 25 2011 Softnyx inc.

Designer/ Animator

- Team Leader in animation group
- Responsible of checking the movement and action of animation
- Responsible of checking the Final output of the project
- Producing Concept art in Gunbound
- Producing 3d model and texturing of the game

Game handle

- Gunbound
- Rakion
- EDA

2007- 2007 ASPAC/Law

Web Designer

- produce website design and flash presentations
- Sometimes I help to the creative department to design and mock-up collaterals.

Nov. 2003-2007 DME (Digital Media Exchange inc.)

3D Artist/ Graphic Artist

- Produce Avatar Item in GUNBOUND online game (ex. Sword, armor, head gear and new look of head and body. Both male and female)
- Produce web banners

Nov.2003 SICOMMS (AUTO EXTREME)

Graphic Artist/ Video editor

- produce AVP for the client
- On-line 2 or 3 segments in Auto extreme every show
- work closely with executive producer and copywriter

Project Handled

Royal Homes

Ford
Isuzu

Crossroad
Caltex

2001 to 2003 WORKSHOP ONE INC. (Advertising)

Senior Graphic Artist

- Produced ad campaign strategies for a variety of products and services.
- Prepared artworks as requested by clients.
- Provided creative services, i.e. graphic design, display design etc. to meet clients' communications needs.
- Sourced outside suppliers as needed.
- Worked closely with art directors and copywriter to ensure that artworks are print ready.

Accounts Handled:

Ayala Center (Commercial Center Group)	California Manufacturing Company, Inc.
Caltex Philippines	Maxicare(Health Medical Organization)
Coca-Cola Export	Unioil
San Miguel Corporation	RFM
Pioneer	

May 1997 to May 2001 SAGA PUBLISHING CORPORATION

Lay-out Artist

- Selected the photographs/images to be used for each page
- Worked with the editor to ensure the look of the publication conforms the messages to be put out.

QUALIFICATIONS:

- Self-motivated & exhibit the willingness to learn
- Determined to work hard for quality products.
- Fast and motivated learner/worker
- Experienced in design for print publication and advertising industry.
- Trained in design and illustration.
- Experienced in communication and client relations.
- Deadline oriented.

EDUCATION:

1996-2001 Philippine Women's University
Bachelor of Fine Arts, Major in Advertising

COMPUTER LITERACY:

MAC & PC (software: Photoshop, Freehand ,
Premiere, 3D Studio Max ,Corel ,Pagemaker,particle illustion,SPINE 2D,Portraite Pro and Unfold)

AWARDS:

- 1st place in RAG DOLL KUNG FU design playstation 3 (SHAOLIN SCARECROW)
<http://blog.eu.playstation.com/2009/11/10/new-rag-doll-kung-fu-characters-incoming/>
- 3rd Place in EPSON's "Digital Dreams" 2000 1st period theme
- 2nd Place in EPSON's "Digital Dreams" 2000 2nd period theme
- Consolation in EPSON's "Digital Dreams" 2000 2nd period theme

Website:

3D done in TANG AGENT
<http://tang-agents.com/>

CHARACTER REFERENCE

Karen Manalastas
Lead artist Boomzap

0917-582-4023

Mark Philip Dales
Photographer

0917-560-2177

Christopher Natsuume
Creative Director
Boomzap Ent.

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