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## **Subroto Bhaumik**

### Objective

To be a valued asset as a concept artist/illustrator for an organization/studio in the entertainment industry.

### Experience

#### April 2017- Oct 2017

Concept Artist- WG Games Montreal, Montreal

- I worked on concepting costumes, props, weapons for DLC characters for Injustice 2 game.
- Also worked on the flagship AAA game for WB Games Montreal (yet to be released) working on environments, props, and illustrations.

#### Feb 2017- April 2017

Illustrator- Fox Quebec Productions, Montreal

- Illustrations and concepts for the X-Men Dark Phoenix movie to be released in 2018.

#### July 2016- Feb 2017

Concept Artist- WG Games Montreal, Montreal

- Worked on Concept art for environments, props and characters for AAA game.

#### Feb 2016- May 2016

2D Artist- Hibernum Creations, Montreal

- Worked on a Hidden Object Game ( Disney-Zootopia game)for Mobile/Ipad
- Object integration with specific lighting situations of the scene
- Create color concepts for environments using color palettes that match the style/ genre of the game from b/w 3d mockups

October 2011 – Present

Freelance Concept Artist / Illustrator

### Education

July 2010 – June 2013 The Art Department Austin, TX.  
Entertainment Art

August 1994 – August 1998 B.M.S. College of Engineering, Bangalore, India.  
Bachelor of Engineering ( Mechanical)

### Specialities

- Visual and Intellectual Property Development
- Concept art for Character/Environments/Props

- Illustrations for Marketing and Publications
- Able to work in realistic and stylized/cartoon style within various genres

#### Skills and Proficiencies

Corel Painter - Adobe Photoshop -3D Coat - ZBrush - Traditional Media  
Self Motivated -Fast Learner - Good team player and collaborator