FG

FRANK GOMEZ

DESIGNER AND REVISONIST | ONLINE PORTFOLIO:
frankgomez.carbonmade.com

CONTACT

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SUMMARY

Creative designer with extensive experience in media entertainment industry. Expertly skilled in both digital and traditional illustration.

SKILLS

Photoshop
ToonBoom
Illustrator
Tradional

EXPERIENCE

CONCEPT DEVLOPMENT - INSOMNIAC GAMES 2022 - current
Developed storyboards for Wolverine/ Weapon-X game cut scenes

STORYBOARD REVISIONIST - HASBRO ENTERTAINMENT 2021
Made revisions on Magic the Gathering series for Netflix

LEAD ART DIRECTOR - ENGINE ROOM HOLLYWOOD 2020 - 2021
Managed and directed a team of artist for FOX Sports NFL broadcast.

STORYBOARD REVISIONIST - CARTOON NETWORK 2019 - 2020
Made revisions on Victor and Valentino the animated series

STORYBOARD REVISIONIST - SKYBOUND ENTERTAINMENT 2019
Made revisions on Invincible the animated series for Amazon Prime

CHARACTER DESIGNER - MARVEL STUDIOS 2014 - 2018
Developed character and props for the animated series Guardians of the Galaxy

STORYBOARD REVISIONIST - MARVEL STUDIOS 2012 - 2014
Made revisions to Hulk Agents of SMASH animated series storyboards based on director's specifications

STORYBOARD REVISIONIST - WILDBRAIN/DREAMWORKS 2011 - 2012
Made revisions on Dragons the animated series storyboards

CONCEPT DESIGNER - ENGINE ROOM HOLLYWOOD 2010 - 2011
Concept and design for various Television and Film productions

APPAREL DESIGNER - GIANT MERCHANDISING INC 20O6 - 2008
Conceptualized and designed custom artwork for Harley-Davidson apparel

STORYBOARD REVISIONIST - SONY ANIMATION 2004 - 2005
Made revisions to The Boondocks animated series storyboards based on director's specifications

CHARACTER DESIGNER - WARNER BROS ANIMATION 2003 - 2004
Developed character designs for the animated series Static Shock
Lead designer on the development of an original animated
Series Xiaolin Showdown