

MARK BUTTON

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Mob

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Skills

- Traditional skills include **Conceptual sketching, freehand drawing, marker rendering.**
- Proficient at **Photoshop.**
- Able to use **Adobe** package software (Flash, HTML scripted Dreamweaver).
- Knowledge of 3D modelling with **SolidWorks** and **Alias** software.
- Strong idea/conceptual generation and pre-visualisation skills.
- Able to take criticism to adapt and improve ideas.

My experience in design has allowed me to explore many avenues adding versatility to my abilities. I have communicated with clients from other countries, designed for several media formats from concept design to clothing, web based to print work and am able to work quickly and efficiently both in a team and on individual projects.

Employment

2010-present - Freelance – Client: Endemol UK

- Location Artist for TV series.
- Concept Designer on untitled series.

2010 - Freelance – Client: Always Construction

- Logo and branding designer.

2009-2010 - Freelance – Client: East Cliff Centre

- Conceptualise designs for large outdoor signage, company uniform and a redesign of all hand-out advertisement items.

2008-2010 – Left and Right Clothing

- Head of Design. Graphic designs for T-shirts. Developer of alternate clothing items across the whole range. Liaised with the manufacturers in China via email during the production of the clothing. I further expanded my role across various media to website design and advertisement design (catalogue and brochures). Throughout working at Left & Right I continued to explore different processes involved to produce effective products for the brand; key skills I hope to take with me in whatever opportunities I undertake.

2008 - Freelance – Client: A Silicon Wasteland (music band)

- Concept artist/illustrator.

Education

2006-2010 - Bournemouth University – 2.1 BA (Hons) Industrial Design

- Industrial Design is about improving the quality of everyday life. As a flexible designer I am able to apply myself to many different design roles. The emphasis is on user-centred design issues, aesthetics, ergonomics, interaction design, commercial design, as well as design for industrial manufacture and production.

2001-2006 - Shaftesbury School

- **A-Levels** Fine Art (**B**) Product Design (**B**)
- **10 A*-C, GCSE** grades including Design & Technology and a double award in Applied Art.

Achievements

During my studies I received the Design & Technology award twice for 2003 and 2005 as well as two Art awards for high standards in work. More recently, I was chosen to represent my course and university at New Designers 2010 in London. This was an event for 700 graduates to showcase their work to various industry experts and the public.

Hobbies & Interests

- I am a film enthusiast with a wide breadth of knowledge on film in general.
- I am highly influenced by concept designers and art directors that work within the industry. I find the work of Doug Chiang and Feng Zhu very influential.
- Among other artists, I also regard Martin Scorsese, George Lucas and Quentin Tarantino as significant directors who inspire me. Although they are not designers as such, they have contributed to how many films look and each has their own distinctive defining look.
- I also enjoy playing computer games. I specifically like the Playstation consoles
- I have always loved playing strategy and action games such as the Grand Theft Auto series. One of the best games I've enjoyed since the release of the PS3 is Prototype.
- I would also love to work on a game like the Resistance: Fall of Man series.
- I spend the remainder of my time improving my drawing skills, studying film and game designers and reading up on design.

References

References can be produced on request...