

Jonathan Kuo

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Objective: Concept Artist

WORK EXPERIENCE

TURTLE ROCK STUDIOS, Lake Forest, CA

Senior Concept Artist | Jul 2018 – Present

- Responsibilities include the creation of concept art, paint overs, environment and creature designs, story beats, and illustrations for upcoming IP

LEX + OTIS ANIMATION STUDIO

Character Concept Artist | Mar 2021 – Present

- Responsibilities include production character and creature designs for upcoming animated TV shows.

DREAMWORKS ANIMATION STUDIO, Burbank, California

Character Concept Artist | Aug 2018 - Dec 2019

- Responsibilities include production character and creature designs for Jurassic World Camp Cretaceous.

DICE LA - EA , Playa Vista, California

Concept Artist | Nov 2013 - Jul 2018

- Responsibilities include creation of concept art, paint over environment art, character design, storyboard , cinematic story board, cinematic illustrations on Battlefield IV and Battlefield I.

CONCEPT DESIGN ACADEMY, Pasadena, California

Animal Anatomy Instructor | Jun 2011 - Jun 2019

- Responsibilities includes lectures and demos on animal structure, anatomy, gesture and action. Provided demonstrations, individual feedback and also field trips to life drawing at museums and zoos.

WIZARD OF THE COAST, Los Angeles, California

Freelance Illustrator | Sep 2017 - Present

- Responsible in creating illustrations for Magic Cards.

BRAINSTORM SCHOOL, Burbank, California

Mech and prop design instructor | Jan 2016 - Present

- Responsibilities includes lecture and demonstrations on prop and mech design with focus on form, function and aesthetics.

GEISLER GRAPHICS, Burbank, California

Freelance Concept Artist | Feb 2016 - Apr 2016

- Created illustrations and concepts for TV show pitch.

LAGUNA COLLEGE OF ART AND DESIGN, Laguna Beach, California

Animal Anatomy Instructor | Jun 2012 - Jun 2015

- Responsibilities includes lectures and demos on animal structure, anatomy, gesture and action. Provided demonstrations, individual feedback and also field trips to life drawing at museums and zoos.
- Grade students's work based on improvements shown, and homeworks submitted.

OBSIDIAN ENTERTAINMENT, Irvine, California

Environment Artist | Aug 2013 - Nov 2013

- Produced environment and prop concept designs for games.

REBEL ENTERTAINMENT, INC, Burbank, California

Concept Artist | Jun 2012 - May 2013

- Produced environmental, interior, prop, mechanical, and architectural concepts

YELLOW TRACKSUIT ENTERTAINMENT, Rowland Heights,

California Freelance Concept Artist | May 2012 - Oct 2012

- Produced character, creature, mechanical, and architectural concepts for upcoming movies.
- Created art for toy product development

METEOR GAMES LLC, Beverly Hills, California

Concept Artist | Jan 2011 - Oct 2011

- Main concentration is visual development for Facebook games. Task includes design and animate using Adobe Flash application.
- Produce concept design for new game development
- Taught team members on animal drawing.

EDUCATION

LAGUNA COLLEGE OF ARTS AND DESIGN, Laguna Beach, California, Illustration and Animation, Jun 2009

ADDITIONAL SKILLS

Programs- Blender- Adobe Photoshop- Adobe Illustrator- Adobe Flash
Skills- Storyboard- Concept Design- Illustration- Animation- Animal Anatomy