

Jonathan Kuo
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WORK EXPERIENCE

1047 Games

Principal Character Concept Artist | Apr 2025 - Present

- Responsibilities include creating concept art paintovers, and marketing as well as providing art feedback to internal and concept artists for characters in Splitgate2.

LIGHTSPEED / TENCENT

Principal Concept Artist | Sep 2025 - Present

- Responsibilities include creating concept art, and marketing illustrations for an upcoming game.

APPLE

Freelance Character Concept Artist | June 2025 - Dec 2025

- Responsibilities include creating character concept art exploration for an upcoming IP.

20TH CENTURY / DISNEY

Freelance Character Concept Artist | Apr 2025 - July 2025

- Responsibilities include creating character concept art exploration for an upcoming animated show.

MOUNTAINTOP STUDIOS

Lead concept artist | Aug 2021 - Apr 2025

- Responsibilities include creating concept art and paintovers, as well as providing art direction briefs and feedback for internal and outsourced concept artists, covering characters, props, environments, weapons, and in-game graphics for Spectre Divide. Keep track of the team's weekly tasks and ensure the concept team runs smoothly.

PARAMOUNT PICTURES

Freelance Character Concept Artist | Nov 2021 - Dec 2021

- Responsibilities include creating character concept art exploration for Transformer One

TURTLE ROCK STUDIOS, Lake Forest, CA

Senior Concept Artist | Jul 2018 – Aug 2021

- Responsibilities include creating concept art, paintovers, environment and creature designs, story beats, and illustrations for the upcoming Back 4 Blood.

LEX + OTIS ANIMATION STUDIO

Character Concept Artist | Mar 2021 – Jul 2021

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

DREAMWORKS ANIMATION STUDIO, Burbank, California

Character Concept Artist | Aug 2018 - Dec 2019

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

DICE LA - EA , Playa Vista, California

Concept Artist | Nov 2013 - Jul 2018

- Responsibilities include creating concept art, paint-over environment art, character design, storyboards, cinematic storyboards, and cinematic illustrations for Battlefield IV and Battlefield I.

CONCEPT DESIGN ACADEMY, Pasadena, California

Animal Anatomy Instructor | Jun 2011 - Jun 2019

- Responsibilities include 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 for creating illustrations for Magic Cards and Dungeons&Dragons.

BRAINSTORM SCHOOL, Burbank, California

Creature Anatomy / Mech & prop design instructor | Jan 2016 - Present

- Responsibilities include lectures and demonstrations on prop and mech design, focusing on form, function, and aesthetics.

GEISLER GRAPHICS, Burbank, California

Freelance Concept Artist | Feb 2016 - Apr 2016

- Created illustrations and concepts for TV show pitches.

LAGUNA COLLEGE OF ART AND DESIGN, Laguna Beach, California Animal Anatomy

Instructor | Jun 2012 - Jun 2015

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

- The primary focus is on visual development for Facebook games. The task includes designing and animating using the Adobe Flash application.
- Produced concept design for new game development.
- Taught team members about animal drawing.

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

ADDITIONAL SKILLS

Programs- Blender- Adobe Photoshop

Skills- Storyboard- Concept Design - Illustration- Animation- Animal and figure Anatomy