

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.

### Fox / 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