

JONATHAN KUO

Concept Artist

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Summary of Qualifications

- Professional concept art experience across AAA games, film and animated television, spanning characters, creatures, hard surface and props.
- Proven ability to lead concept teams, set art direction, and mentor junior and outsourced artists while maintaining visual consistency across projects.
- Strong foundation in anatomy, form and design fundamentals, developed through a decade of parallel work as an anatomy and design instructor.

Technical Skills

Software applications Specialization

Adobe Photoshop, Blender, Unreal Engine
Character design, hard surface design, environment design, illustration, storyboard, sequential art, animation, figure and animal anatomy

Experience

PRINCIPAL CHARACTER CONCEPT ARTIST/ASSOCIATE ART DIRECTOR, 1047 GAMES, REMOTE

APRIL 2025-PRESENT

- Promoted from principal concept artist to associate art director in recognition of art direction and leadership impact on Splitgate 2 and Empulse.
- Advised on world-building and visual direction alongside creative direction and technical art team, broadening art direction's influence across disciplines.
- Guided hiring and onboarding for the studio's art team, extending art direction standards and mentorship across a distributed international team.
- Create high-fidelity concept art, paint-overs and marketing assets for Splitgate 2 and Empulse.

PRINCIPLE CONCEPT ARTIST, LIGHTSPEED STUDIOS/TENCENT, REMOTE

SEPTEMBER 2025- PRESENT

- Produced compelling concept art and key marketing illustrations for an upcoming, unannounced AAA game project.

FREELANCE CHARACTER CONCEPT ARTIST, APPLE, REMOTE

JUNE 2025- DECEMBER 2025

- Developed character concept art exploration for an upcoming IP.

FREELANCE CHARACTER CONCEPT ARTIST, 20TH CENTURY / DISNEY, REMOTE

APRIL 2025-JULY 2025

- Developed character concept art exploration for an upcoming animated show.

LEAD CONCEPT ARTIST, MOUNTAIN TOP, REMOTE

AUGUST 2021- APRIL 2025

- Promoted from principle concept artist to lead concept artist in recognition of leadership impact on Spectre Divide.
- Owned multi-faceted design output across logo, prop, environment and character design, unifying visual language across every discipline on the project.
- Ensured the concept team's output consistently matched the art director's established style and quality bar, with particular focus on developing junior artists to that standard.
- Directed outsourcing relationships and feedback loops, aligning external art vendors with the art director's quality and style standards.
- Codified the project's visual style guide, translating the art director's vision into a clear reference for consistent execution across characters, props, environments, weapons and in-game graphics.
- Organized and managed the concept team's design pipeline as lead, structuring weekly task tracking to keep production on schedule.

FREELANCE CHARACTER CONCEPT ARTIST, PARAMOUNT PICTURES, REMOTE

NOVEMBER 2021-DECEMBER 2021

- Contributed character concept art to Transformers One during early visual development.

SENIOR CONCEPT ARTIST, TURTLE ROCK STUDIOS, LAKE FOREST, CA

JULY 2018 - AUGUST 2021

- Contributed general-range concept art for Call of Duty, including environment, prop and illustration work.
- Concept and creative direction work shipped in Back 4 Blood, spanning zombie/creature design, story and action development from early exploration through launch.
- Produced environment concepts, prop designs, and marketing illustrations spanning the game's core release and downloadable content, including new characters, environments and props for downloadable content expansions.

- Provided paint-overs on 3D model assets, bridging concept direction and final in-game asset fidelity.

CONCEPT ARTIST, DICE LA-EA, PLAYA VISTA, CA

NOVEMBER 2013 – JULY 2018

- Delivered concept illustration, visual development illustration, character design, and environment concept art across shipped and unannounced titles.
- Contributed character, creature environment, and vehicle design for a cancelled internal IP, supporting early creative development.
- Produced concept art, storyboards, and cinematic illustrations for Battlefield 1 and Battlefield 4.
- Collaborated closely with the environment team on paint-overs, aligning concept direction with in-game environment fidelity.

ANIMAL ANATOMY INSTRUCTOR, CONCEPT DESIGN ACADEMY, PASADENA, CA

JUNE 2011–JUNE 2019

- Designed and delivered a curriculum on animal structure, anatomy, gesture, and action, combining lecture, live demonstration and individual critique.
- Extended learning beyond the classroom through field study sessions at museums and zoos, giving students direct observational practice with live and mounted specimens.

CREATURE ANATOMY, MECH & PROP DESIGN INSTRUCTOR, BRAINSTORM SCHOOL, BURBANK, CA

JANUARY 2017–PRESENT

- Taught group courses on creature, mech and prop design, emphasizing form, function and aesthetics through lecture and demonstration.
- Provided individual mentorship to students, offering tailored feedback and guidance to help each artist develop their own design sensibility.

FREELANCE CONCEPT ARTIST, GEISLER GRAPHICS, BURBANK, CA

FEBRUARY 2016–APRIL 2016

- Created illustrations and concepts for TV show pitches.

ANIMAL ANATOMY INSTRUCTOR, LAGUNA COLLEGE OF ART AND DESIGN, LAGUNA BEACH, CA

JUNE 2012–JUNE 2015

- Taught animal, anatomy, gesture, basic forms and action through lecture, demonstration and individual critique, including field study sessions at museums and zoos.
- Assessed student progress based on demonstrated improvement and coursework, providing feedback to guide skill development over the course of the term.

ENVIRONMENT ARTIST, OBSIDIAN ENTERTAINMENT, IRVINE, CA

AUGUST 2013–NOVEMBER 2013

- Produced environment and prop concept designs for games

CONCEPT ARTIST, REBEL ENTERTAINMENT, BURBANK, CA

JUNE 2012–MAY 2013

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

FREELANCE CONCEPT ARTIST, YELLOW TRACKSUIT ENTERTAINMENT, ROWLAND HEIGHTS, CA

MAY 2012–OCTOBER 2012

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

Education

BA in Illustration and Animation

Laguna College of Arts and Design, Laguna Beach