

## **Jacob Johnson**

Artist/Illustrator  
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## Professional Intent

To express emotion through a visual medium for consumers across a wide range of audiences.

## Specialties

- Detailed Illustration using Photoshop, Painter and Illustrator CS Packages
- Fantastic painting techniques in both digital and traditional mediums
- Content creation in 3DS Max/Maya/ZBrush and Flash to push the boundaries of creative goals
- Strong color comprehension in relation to; mood, storytelling and composition

## Experience

### **Duane Illustration – Self Employed**

November 2010 – Present

- Logo design and product branding services
- Childrens' Book Illustrations
- Video Game content creation for social and mobile market

### **Lead Environment Artist at Dark Comet Games**

May 2010 – October 2010 (6 months)

- Developed art content for online multiplayer third person shooter Stargate Resistance
- Created art content and visual art direction for Stargate PHD Facebook game
- UI re-designs, art management and visual direction
- Led direction and creation of all video trailers and website marketing campaigns
- Website, logo development, and marketing strategies providing exposure to more players

### **Senior/Lead Artist at FireSky**

October 2008 -May 2010 (1 year 8 months)

- Quality control of visual style for final worlds, including shader and material detail
- Painted and backdrops and skies for each world
- Led and managed environment art team asset creation, including annual reviews and critiques

### **Environment/Senior Artist at Cheyenne Mountain Entertainment**

July 2006 -September 2008 (2 years 3 months)

- Relayed visual expectations and techniques of Art Director to other team members
- Oversaw major optimization and cleanup of outsource artwork to ensure consistency
- Led the lighting/post processing visual direction to guide player through complex environments

### **World Artist at Retro Studios -Nintendo**

January 2006 -July 2006 (7 month contract)

- Created interior spaces for Metroid Prime 3 using Maya.
- Constructed game assets based off of designer and team concepts

## Education

### **The Art Institute of Phoenix**

BA, Game Art and Design Illustration, 2001 -2005