



# WESTON T. JONES

Concept Artist, Illustrator, and Designer



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westontjones.com



@westontjones

## EDUCATION

### ***The University of Kansas | Lawrence, KS***

BFA in Illustration and Animation

Business Minor

Graduated with highest distinction May 2015

Cumulative GPA: 3.82

### ***Mindfire Academy | Wichita, KS***

Fall 2015- Comprehensive crash course in

Autodesk Maya.

## RELEVANT WORK EXPERIENCE

### ***Freelance Contract Work | Austin, TX***

Concept Artist & Illustrator

September 2016 - Present

Creating concepts and illustrations for a variety of projects. Notable clients include Rooster Teeth, Phaser Lock Interactive, Paizo, Kickflip Studios, Heorot Media, Retora Games, Astire Games, Singular Scheme, and Age of Chains (Digital TCG).

### ***Downsart | Wichita, KS***

Associate Designer

August 2015 - September 2016

Creating high quality 3D renders and video animations of designs for public events, trade shows, and theatrical shows. Clients include Microsoft Hololens, Lenovo, Indianapolis Opera, and a local science museum.

### ***Baseline Creative Inc. | Wichita, KS***

Graphic Designer / Illustrator

April 2013 - July 2015

Worked directly with clients and coworkers to create websites, print media, (zombie) book covers, illustrations, ads, social media graphics, and animations.

### ***KU Recreation Services | Lawrence, KS***

Marketing Program Manager

February 2015 - July 2015

Created marketing and promotional material for social media, print, and web.

## SKILLS

### ***Adobe Creative Suite***

Experienced with Photoshop, Illustrator, Flash Pro, InDesign, Premiere Pro, and After Effects.

### ***3D Software***

- Experienced with modeling, UV unwrapping, baking, lighting, and rendering in Maya and 3ds Max.
- Experienced with texturing in Photoshop, nDo, and dDo.
- Some experience in Modo, UE4, Unity, ZBrush, Marmoset & xNormal.

### ***Additional Skills:***

- Skilled in digital painting, graphic design, figure drawing, and illustrating in a variety of medias.
- Specialized in environments, experienced in anatomy, creature and character design.
- Proficient in producing paintovers of sketches and 3D block-ins.
- Storyboarding experience.
- Understand the fundamentals of animation and video editing.
- Digital photography experience.
- Experience designing web layouts.
- Proficient with Microsoft Office and SketchUp.
- Problem solver and eager learner.