



WESTON T. JONES

Concept Artist, Illustrator, and Designer



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@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

Rooster Teeth Animation | Austin, TX

Environment Concept Artist

June 2018 - Present

Creating concepts of 3d environments for RT's animated series RWBY. Also responsible for creating matte paintings used in RWBY & Gen:Lock.

Freelance | Austin, TX

Concept Artist & Illustrator

September 2016 - Present

Creating concepts and illustrations for a variety of projects. Notable clients include Phaser Lock Interactive, Paizo, Kickflip Studios, Heorot Media, Retora Games, Whispering SpiderGames, Astire Games, 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.

SKILLS

Adobe Creative Suite

Experienced with Photoshop, Illustrator, 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, Nuke, 3D Coat, 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.