

# JONATHAN CHOI

CONCEPT ARTIST – ILLUSTRATOR

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## EDUCATION

Otis College of Art & Design  
2015–2019

Bachelor of Fine Arts  
Concept Design,  
Game and Entertainment Arts

Brainstorm School  
Jan 2018–Aug 2018

CHI with Richard Lyons  
– Designed character for a  
MOBA game project.  
ENT1 with Qiu Fang / Llia Yu  
– Created a story/world and  
developed a lineup of 6 characters  
designed to fit in that world.

ADI with Mark Castanon  
– Studied design and worked on  
exercises to improve knowledge of  
design function, design anatomy, and  
visual interest.

Concept Design Academy  
Jun 2017–Aug 2017

Analytical Figure Drawing  
with Kevin Chen  
– Studied how to simplify the  
anatomical form and worked on  
improving gesture, anatomy, and  
dissecting the figure.  
– Figure Drawing with the Reilly  
Method - Mark Westermoe  
– Studied how to approach  
figure drawing using the Reilly Method  
both on the human figure as well as the  
human portrait.

## TOOLS & SKILLS

Digital Media – Adobe Photoshop,  
Procreate, Adobe Illustrator

Traditional Media – Gouache, Acrylic

## EXPERIENCE

### JUNIOR ILLUSTRATOR

BLT Communications | September 2018 – Present

- Working on visualizing movie poster concepts
- Adapting to various film styles ranging from numerous animation styles to realistic live action
- Participating in start to end process by starting with sketching and finishing with paintovers to complete movie poster for advertising
- Painting various elements such as characters, backgrounds, and props
- Rendering graphic illustrations to establish a clean finished poster
- Collaborating with art directors to design mural illustrations
- Collaborating with other illustrators create animations for streaming services such as Apple TV, Disney+, etc
- Designing illustrations to create a pitchbook for clients that include: Disney, Marvel, Sony, Paramount, Netflix, Apple, Bluesky, ABC, HBO, and more.

### FPS GAME STARTUP PROJECT

Unreleased Game | January 2017 – May 2017

- Worked with a highly collaborative startup team to develop characters and weapons for a first person shooter type game
- Provided a wide range of archetypes for various characters
- Collaborated with Game Designers to create fun yet believable designs
- Market researched different fps games styles, gameplay, character design, weaponry, etc.
- Assisted in paintovers to create a clean and consistent final product

### TEACHER'S ASSISTANT

Otis College of Art and Design | September 2016 – May 2018

- Assisted professors with figure drawing classes
- Taught students various drawing techniques
- Researched and analyzed different styles and storytelling techniques within films, graphic novels and illustrations
- Provided guidance in figure drawing, anatomy, costume design, composition and color while providing critiques
- Managed figure drawing workshops to create a safe and fun environment for the figure drawing model and artists
- Participated in weekly figure drawing sessions with professors