



Josh Lockwood

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As a professional illustrator, I've delivered storyboards, promotional/educational illustrations, 3-d/2-d concept art, pre-visual look development and much more. I've worked professionally for animation and mobile games departments for more than 6 years and will continue to stretch my abilities to fit new roles as they present themselves. In practice, I use every method at my disposal to solve a visual problem. I also love being part of a team and prefer to work with others to achieve success.

Digital Software

*Photoshop CS6 *After Effects CS6 *Keyshot *Modo 901 *Z-Brush 4r7
*Google Sketchup *Marmoset *3-D Coat *Illustrator CS6

Education

*BFA - Traditional Illustration (Academy of Art University - 2011)

Experience:

**Principal Owner - Josh Lockwood Illustrator Inc.
(January 2013 – Present (3 years 2 months))*

Responsibilities:

As a freelance Illustrator, I've continued to maintain a strong brand built on high end illustration services. I provide concept art, illustration and storyboards for clients in every field of creative media and the list of clients will continue to grow as I plan to move into other markets.

-Clients include: Viscira, XVIVO, Dream Reactor, Alientrap Software

***Mobile Game Artist - Aeria Games**
(September 2013 – June 2014 (10 months))

Responsibilities:

As part of the live mobile team, I was tasked with updating artwork and graphics in real time to align with the requests of producers and game masters. I also maintained quality standards for art coming in from other studios by providing professional direction on a daily basis.

- Worked on “Immortalis” mobile card game.
- Enhanced existing card art assets using digital painting skills.
- Created UI elements for live game events
- Oversaw Art house production of artwork based on team scripts and QA guidelines

***Associate Concept Artist - Viscira**
(November 2011 – June 2013 (2 years))

Responsibilities:

As part of the Animation Department, I provided client-facing artwork including storyboards, Concept Art, Promotional Illustration and much more.

- Created 3-d characters, environments for high-end 3-D medical animations
- Worked primarily in the pre-production pipeline providing everything from compositional sketches and storyboards to full animatics.
- Provided Visual/Story concepts for two award-winning animations, which can be seen in company demo reel

Memberships:

- *The Society of Illustrators

