



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 5 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 4r8
*Google Sketchup *Marmoset *3-D Coat *Illustrator CS6 *Cinema 4d

Education

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

Experience:

*Principal Owner - Josh Lockwood Illustrator Inc.
(January 2013 – Present (7 Years))

Responsibilities:

As a freelance Illustrator, I've continued to maintain a strong brand built on high end illustration services. I provide concept art, illustration, storyboards, and 3-d Assets for clients in every field of creative media.

-Clients include: Viscira, XVIVO, Dream Reactor, Alientrap Software, Existence Games, Mad Microbe, UC Berkley

***Concept Artist - Mad Microbe Studios**

(2017 – Present (9 months))

Responsibilities:

I work with a dedicated team of professional animators, providing pre-visual look development, asset creation, storyboards, and promo illustration for biomedical animations.

-Contributing to Pre-Vis and look development

-Creating assets for use in 3-D animation

-Translating scientific material into cinematic storyboards

-R&D into new methods of art creation for scientific animation

***Mobile Game Artist - Aeria Games**

(September 2013 – June 2015 (1 year 10 months))

Responsibilities:

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

-Worked on “Immortalis” mobile card game.

-Enhanced existing card art assets.

-Created UI elements for live game events.

-Oversaw Art house production and provided art direction based on team scripts and QA guidelines.

***Associate Concept Artist - Viscira**

(November 2011 – June 2015 (4 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, assets, and 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.

-Provided full-motion animatic storyboards.

Memberships:

***The Society of Illustrators**