

JONATHAN D. KIRTZ

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AWARDS & HONORS

- Published on *Game Informer* #219 cover for *Darksiders II* in collaboration with Joe Madureira, 2011
- CGHub Master Artist. CGHub.com editor's picks and gold awards, 2010-2013
- Featured in Spectrum: The Best in Contemporary Fantastic Art at the Museum of American Illustration at the Society of Illustrators Museum, 2009, *Karak-Eight-Peaks Gate*
- Winner of Into the Pixel, 2008, *Karak-Eight-Peaks Gate*
- Published in Spectrum 15, Fall 2008, *Karak-Eight-Peaks Gate*

PROFESSIONAL EXPERIENCE

INDEPENDENT CONCEPT ARTIST & ILLUSTRATOR

Aug 2010-present

- Created concept art and illustrations for console & online games, mobile apps and board games
- Produced marketing & merchandising illustrations and designs for collectible statues
- Redesigned the exterior of the Batmobile for *Batman: Arkham Knight*
- Clients include Discworld Emporium, Electronic Arts, Gameloft Montreal, Game Salute, Gamewright, Project Triforce, Molten Games, Cryptozoic Entertainment, Privateer Press, Ten Square Games & Airship Syndicate

VIGIL GAMES / THQ, Inc.

Sept 2010-Feb 2012

Concept Artist & Illustrator (Contract)

- Collaborations with *Darksiders II* Creative Director Joe Madureira on cover art for *Game Informer* #219 and *Electronic Gaming Monthly* (EGM)
- Created environment concept art for *Darksiders 2* including mood paintings and detailed architectural studies
- Worked extensively on armor and weapon designs for *Darksiders 2*
- Created concept art & marketing illustrations for *Warhammer 40000: Dark Millennium Online*

BIG HUGE GAMES / 38 STUDIOS

Aug 2010-Nov 2011

Concept Artist (Contract)

- Created character armor designs for *Kingdoms of Amalur: Reckoning* with a focus on the mage class
- Designed outfits for the Roman Legion and Crusader inspired Gnome race inspired by Roman Legion

ELECTRONIC ARTS / MYTHIC ENTERTAINMENT

Fairfax, VA

Concept Artist

Aug 2005- July 2010

- Member of 9-person team that designed the worlds for *Warhammer Online: Age of Reckoning* and multiple unannounced projects. These designs included environments, characters, armor, symbols, and UI assets
- Responsible for daily management of EA Shanghai concept art team, including providing work instruction and artistic feedback
- Communicated cross-functionally with world artists and character artists to ensure smooth production process
- Games Workshop miniature produced of "Grumlok & Gazbag" boss design for the Collector's Edition box of *Warhammer Online*

EDUCATION

COLUMBUS COLLEGE OF ART & DESIGN

Columbus, OH

Bachelor of Fine Arts (BFA), Illustration

2003

- Dean's List, Cum Laude, 3.558 GPA, Best of Show Winner 2003 CCAD Student Illustration Show

ADDITIONAL INFORMATION

- Fluent with Adobe Photoshop. Working knowledge of 3DStudioMAX, Sketch-Up, BodyPaint 3D
- Experienced in the creation of traditional media works in acrylic, oil, and graphite
- Mentor in the Illustration program at SUNY-Fashion Institute of Technology, 2012

References available upon request