

JEFF JUMPER

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SENIOR VISUAL ARTIST

Visual storyteller who draws upon a boundless imagination to create compelling worlds for gaming, gamers, adventure, and new challenges that fully immerse consumers. Strong foundation in the creative development and world-building processes, including figure drawing, illustration, landscape and background creation and painting. Possesses excellent technical skills garnered from a wealth of experience in commercial design and marketing. Quick learner who's equally accomplished in working in traditional mediums such as oil, watercolor, acrylic, pencil, and markers, and the very latest generations of computer-assisted art technology.

KEY SKILLS AND STRENGTHS

- Convey ideas quickly through clear representational and sequential drawings
 - Effective collaborator, communicator and problem solver who can coordinate with creative teams
 - Strong time management skills and ability to work efficiently within a deadline driven environment
 - Efficiently create high-quality, compelling storyboards and 2D animatics
- Excellent eye for light, value, and composition
 - Understanding of and ability to manipulate form, structure and shape
 - Solid grasp of color theory and lighting techniques
 - Complex understanding of human, animal, and alien anatomies
 - Ability to convey emotional intent through dramatic lighting and composition

TECHNICAL EXPERTISE

- Adobe Creative Suite: Photoshop, Illustrator, InDesign
- Painter
- Microsoft Office Suite / iOS Business Suite

PROFESSIONAL EXPERIENCE

Freelance Visual Artist

2004 - present

Exceed client's creative expectations and deliver projects on time and on budget across a wide variety of needs including commercial illustration, web design, art direction and supervision, concept art, character development, graphic art and design, logo design, storyboard art, mural art, background creation and more.

Key projects and clients

WALT DISNEY IMAGINEERING

- Concept artist - worked with directors and producers to develop high-concept art for new park attractions

FACEBOOK

- Concept artist – developed a variety of icons and characters for in-app games

ELECTRONIC ARTS

- Artist / illustrator – created characters, icons, and website designs

SONY PLAYSTATION

- Concept artist – created engaging backgrounds for website for users / gamers on PlayStation website

VUG GAMES

- Concept artist, *Freestyle Basketball* - created a suite of player-characters for the US market release

ANNALS OF THE KEEPERS

- Concept artist – developed characters, backgrounds, and illustrations for Sci-Fi novel

CATASTROPHIC COMICS

- Penciler, Inker, Colorist for the graphic novel *Mythology Wars 6*

V180 MONITOR SYSTEM

- Commercial illustrator and art director - developed complete suite of consistent visual assets for the brand; logo, print and digital marketing materials, pitch decks

ADDITIONAL RELEVANT EXPERIENCE

Interplay Entertainment, Irvine, CA

2000 - 2003

VISUAL ARTIST

Worked closely with marketing managers, directors, producers, artists, and writers to assure character continuity in paintings and branding of promotional materials for various print advertising and development of web-based campaigns. Designed and produced a host of creative assets under tight deadlines for game releases and print advertising in leading game magazines.

- Designed and developed multi-lingual (five languages) game manuals and box-art for Xbox and PS2
- Conceptualized, illustrated, and produced promotional pinup-girl calendar for *Fallout 2*
- Designed and illustrated promotional posters and collateral for gamer publications and strategy guides for multiple games including *Baldur's Gate 2: Dark Alliance*
- Created logo designs and concepts for various gaming and online entities
- Developed key storyboard art for CGI cut scenes and story

WEB DESIGNER

Consulted with marketing managers to design and illustrate new game sites - developed innovative looks and functionality under a rigorous production schedule. Additional art direction and creative responsibilities included design, illustration, and production of commercial corporate websites.

- Developed brand identities and assured brand consistency from web to print
- Created and maintained the look, feel, and identity of e-mail blast and online advertising
- Collaborated with html coders and *flash* artists for site concept, design, and function
- Designed for *flash* animation and html in a variety of creative styles

Engage Games Online, Irvine, CA

1997 - 1999

VISUAL ARTIST

- Created mastheads, email blasts, and various site icons
- Developed concept art and characters for new online games
- Conceptualized and created characters and monthly paintings for company newsletter
- Created paintings and concept art for new game development
- Developed new product and gaming group logos

WEB DESIGNER

- Designed corporate website as well all new multi-player game website
- Created various computer paintings for site splash pages
- Created ad banners and brand identity
- Created creative interface for e-chat application

EDUCATION

Art Institute of Pittsburgh

Associate of Arts in Visual Communication, Illustration and Design with an emphasis in Specialized Technology