

# JASON M. BOESCH

CELL: (703) 599-5352  
EMAIL: [JASON@BOESCH.COM](mailto:JASON@BOESCH.COM)  
WWW.JASONBOESCH.COM

## OVERVIEW

---

- Working within the entertainment industry for over nine years in video-games, television and film.
- Taken direction from art directors, project creators and worked within a fast paced production schedule as well as led a team of painters three seasons on a primetime show to establish the color mood and atmosphere for each episode.
- Established the look and design of projects from conception to a fully realized product.
- Looking forward to moving to the next level and taking part in ground breaking and exciting projects that need outstanding and engaging visual concepts.

## WORK EXPERIENCE

---

### **Marvel Entertainment - Background Painter**

November 2017 – March 2018

- Background painter for “Marvel Spider-Man”

### **Adult Swim - Color Supervisor**

March 2013 - April 2017

- Established the color design and look for the original “Rick and Morty” pilot
- Developed the color design for three seasons of “Rick and Morty”
- Lead a team of eight painters in character, background, prop and FX color

### **Walt Disney Company - Background Painter/ Designer**

January 2009 – June 2016

- Background painter for “Futureworm”
- Background painter for “Pickle and Peanut”
- Background painter for “Fishhooks”
- Established look and design of backgrounds for “Fishhooks” pilot

### **Warner Bros. Entertainment - Concept Artist**

July 2015 – August 2015

- Developed early concepts and design ideas for “Lego Movie Sequel”

### **Substantial Games – Lead Concept Artist**

December 2013 - March 2014

- Designed environment maps, character concepts and fully realized promotional material for iPad game “Ember Conflict”

### **Jib Jab - Concept Artist**

November 2008 - January 2009

- Designed backgrounds and character concepts for internet shorts

### **Avalanche Software – Environment Concept Artist**

May 2007 - September 2007

- Created three quarter world concepts from initial level layout for Disney's “Bolt” video game
- Worked with the lead world designer for the game to perfect these concepts

### **Infinity Ward – Character Rigger**

May 2005 – September 2006

- Weighted and rigged characters for Call of Duty 4: Modern Warfare
- Weighted and rigged characters for Call of Duty 2

## EDUCATION

---

### **California Institute of the Arts September 2004 – May 2008**

Character Animation Program (Graduate)

## SKILLS

---

- Photoshop, Nuke, Maya, Painter, Flash
- 

4425 Whitsett Ave. Unit 213  
Studio City, CA 91604

Personal and Confidential Information - Do not distribute.