

JASON M. BOESCH

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

OVERVIEW

- Over ten years creating and implementing visual concepts for the entertainment industry in video-games, television and film.
- Led a team of painters for three seasons on a primetime show to establish the color mood and atmosphere for each episode.
- Worked with art directors, project creators and CGI supervisors to create matte paintings and lighting concepts within a fast paced production schedule.
- Established the look and design of projects from conception to a fully realized product.
- Looking forward to taking part in ground breaking and exciting projects that need outstanding and engaging visual concepts.

WORK EXPERIENCE

Lucasfilm Animation - Senior Lighting Concept Artist

May 2018 – January 2019

- Created lighting concepts and Matte Paintings used in “Star Wars: The Clone Wars”

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 the first three seasons of “Rick and Morty”
- Led a team of eight painters to establish and set the color for characters, background, props and FX

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

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