

JASON PHILIP ZUCKERMAN

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EDUCATION

- 2009 ~ Art Center College of Design - Pasadena, CA
Bachelor of Fine Arts
Illustration & Entertainment Arts

SKILLS

- Exceptional at Drawing, Design & Illustration
including Layouts, Visual Development & Character Design
- Strong ability to sketch ideas and concepts & turn them into completed projects
- Skilled with painting in analog & digital form
- Excels in creating and executing simple to complex design concepts in the context of
visual storytelling
- Skilled at Adobe Photoshop & Illustrator programs as well as some exposure to
the design programs Maya and InDesign
- Quick learner that easily adapts and meets deadlines
- Able to handle & resolve stressful situations with ease through creative thinking

PROFESSIONAL EXPERIENCE

- 2010 ~ 3Strand Studios - Lead Character Designer for Video Game - Freelance Contract
- 2010 ~ Illustrations for "Buried in the Sky" to be published by W.W. Norton
- 2010 ~ Artwork Licensing - Visualizing Psychology published by John Wiley & Sons
- 2009 ~ Comic Strip Guest Artist for Eben 07 (www.eben07.com) - Freelance
- 2008-Present ~ Jay Zuck's Sketch of the Day - 444,354 Unique Visitors and Counting
- 2008 ~ Video Game Design for Imagined Ink - Independent Games Festival - Freelance
Formatting design, structure & illustrations
- 2008 ~ Dream Machine Studios Internship - X-Men Video Game - Character and UI
- 2008 ~ Book Cover Illustration - Freelance
Conceptualizing & Restructuring
- 2006 ~ Logo Design for Charity (Adopt A Shark) - Freelance
Illustration & Graphic Design

REFERENCES

- Available upon request

