Jonathan Gilboa

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Education

Savannah College of Art & Design

M.F.A. 2019
Interactive Design & Game Developement

B.F.A. 2017
Interactive Design & Game Developement
Drawing Minor

Skills

Agile Pipeline
Character Art
Color Theory
Composition
Environment Art
Game Ready Asset Creation
Hard Surface Modeling
Lighting
Modeling for Animation
Material Tech Art
Organic Modeling
PBR workflow
Texturing

Software

3DS Max
Alegorithmic Suite
Marvelous Designer
Maya
Photoshop
Unreal Engine
UV Layout
Zbrush

Experience

Art Director, Character Artist, "KYON" . 9/2016-Present
Provided artistic vision as well as managing a team of modelers and animators in the production of the game. Additionally modeled, and textured all characters.

Character Artist, "Flip" 1/2017-Present
Created the Antagonist character's 3D model as well as his props, style matching a 2D concept.

ID Tech Instructor 7/2016- 8/2016
Game design in Unreal instruction for highschool students attending ID Tech at Harvard, Wesleyan, and UMass Lowell colleges.

Recognition

"KYON" 2/2017
Selected by Savannah College of Art and Design, to represent them at the 2017 Game Developer's Conference.