

Jonathan Schwarz

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Qualifications

Ten years of experience in design, strong communication, team, and leadership skills with experience successfully managing people and projects. Organized, proactive individual with excellent problem solving skills. Highly motivated with the ability to produce quality results without close supervision.

Software Skills

Photoshop CS, Corel Draw, Illustrator, After Effects, Inkscape, Premier, Tortoise SVN, Alien Brain, familiar with several 3D modeling software packages.

Education

- Southern Methodist University – SMU Guildhall Graduate Level Digital Design program in 2005
- Academy of Art College & Art Institute of California: Fine art, traditional animation, cinematography, game design, computer animation, and editing
- Defense Information School – Multi-Media Illustration (Graphic Design)
- John F Kennedy Special Warfare School - Psychological Operations (Marketing)

Skill Set

- Graphic Design
- Design Documentation
- Experience Training Others
- Project Organization & Management
- User Interface Design
- Writing
- Designing For Target Demographics
- Creative Solutions Problem Solving

Experience

WeaselPants Productions, LLC

Self Employed Graphic Design 2012-Present

Design and layout of printed promotional material, web site layout, graphic design creation, icon design, package design customer service, manage sub-contractors.

GeekArtist Web Solutions, LLC

Self Employed Graphic Design 2010-Present

Create Logos, convert images to vector graphics, design and layout of printed promotional material, web site layout, web graphics creation, customer service, manage sub-contractors.

Cheyenne Mountain Entertainment

World Builder: 2008-2010

Video game design, create and maintain documentation, troubleshoot, assist section lead with managerial duties, as most senior designer in World Building department.

High Voltage Software

Game Designer: 2006-2008

Game design, rapid prototyping, source material research, UI design, create and maintain documentation, design AI behavior, create video mockups of UI systems, testing, troubleshooting.

Worked on multiple published titles.

US Army: Psychological Operations

Psychological Operations Specialist/Multimedia Illustrator: 1996-2002

Graphic design, created material for information operations, trained new soldiers in graphic design, work with a multi-national team for design, face-to-face communications and message dissemination.

Portfolio is available at: jonathanschwarz.net