

Jonathan Bach

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Profile

I've always been a dreamer interested in creating my own worlds; powerful places of fantastic beauty with treachery lurking in every shadow. At the same time I'm a goal oriented problem solver with the ability to communicate with a team to bring lofty visions to their practical conclusions. As a concept artist it is my goal to deliver a high quality visual solution that addresses and hopefully exceeds the parameters of your project while also meeting your deadlines.

Experience

- Fantastic Voyage, Twentieth Century Fox, Apr 2011-Aug 2011 (Santa Monica, CA)
Concept Artist
- Oz: The Great and Powerful, Walt Disney Pictures, Jul 2010-Mar 2011 (Los Angeles, CA)
Visual Consultant
- Project Dropship, Square Enix, Sept 2009-Present (El Segundo, CA)
Concept Artist
- Spiderman 4, Columbia Pictures Industries, Dec 2009-Jan 2010 (Culver City, CA)
Concept Artist
- Gunsmoke, Berners Productions Inc., Dec 2009 (Sherman Oaks, CA)
Concept Artist
- Iron Man 2, Iron Works Productions II, Feb 2009-Jul 2009 (Manhattan Beach, CA)
Visual Consultant
- Star Wars Live Action TV Series, JAK Films, Nov 2006-Dec 2008 (Nicasio, CA)
Concept Artist
- Star Wars Clonewars Animated TV Series, JAK Films, Nov 2006-Dec 2008 (Nicasio, CA)
Concept Artist
- Turning Point: Fall of Liberty FPS Console Game, Spark Unlimited, Feb-Aug 2006 (Sherman Oaks, CA)
Concept Artist

Education

Art Center College of Design 2003-2006
Majored in transportation design with a focus on entertainment

Skills & Awards

Pre-visualization & Ideation
Sketching
Rendering
Painting
Digital Modeling
Art Center Scholarship
Art Center Dean's List 2006
Art Center Student Instructor, Visual Communications 4, 2006

Programs:

Adobe Photoshop
Corel Painter
SketchUp
Luxology Modo 401