







Jonas Mercer

Concept Artist

Concept artist with a talent for dynamic visual storytelling and imaginative environments

Experienced illustrator with 10 years in gaming and entertainment. Specializes in world-building, creature design, and mood boards for fantasy and sci-fi settings. Adept at visualizing scripts and bringing early-stage ideas to life.

CONTACT

-  (123) 456-7890
-  email@example.com
-  LinkedIn | Portfolio
-  City, ST 98765

KEY SKILLS

- Adobe Photoshop
- Character design
- Creature development
- Digital painting
- Environment design
- Mood boards
- Sketching
- Storyboarding
- Texture painting
- Visual ideation

EDUCATION

Bachelor of Fine Arts (B.F.A.) in Game Art and Design
Savannah College of Art and Design,
Savannah, GA May 2014

PROFESSIONAL EXPERIENCE

Lead Concept Artist | May 2018 - Present
Nebula Games, Austin, TX

- Designed 3D-ready concepts for 2 shipped games with 1M+ downloads
- Guided a team of junior artists through style and lore consistency
- Created high-detail environment art used for marketing cutscenes

Concept Illustrator | May 2014 - April 2018
BrightForge Media, Austin, TX

- Produced original concept art for comic books, indie games, and animated shorts
- Collaborated with art directors to align visuals with narrative goals