

JASON PICHON

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Overview of Qualifications

- * Well-developed knowledge of traditional and digital techniques
- * Quick adaptation to new mediums and ideas
- * Accomplished sculptor, painter, and draftsman
- * Strong conceptual skills and ability to translate ideas into visual imagery

Career Highlights

Lost Boys Interactive 2023 - Present

- Director of Concept, working with the Studio Art Director and Project Art Directors to see that all concept art is meeting each projects vision.

Warner Bros Animation 2022 - 2023

- Storyboard artist, working with episodic directors to translating the script.

Warner Bros Animation 2020 - 2021

- Visual development of characters, vehicles, props, sets, and environments.

Lucasfilm Animation 2016 - 2020

- Visual development of characters, vehicles, props, sets, and environments.

Trion Worlds, Inc.

2014 - 2016

- Visual development of characters, props, and environments for new IP.

n-Space 2012 - 2014

- Associate Art Director: Leading a team of artists to ensure that the vision of the Studios projects are of the highest quality.
- Created concept character and environment art.

EA Sports 2008 – 2012

- Developing concept art, story boarding, and paintings for use in game, as well as marketing purposes (Freelance/Contract).

Walt Disney Feature Animation Florida 2000 - 2004

- Inbetween animator for: LILO & STITCH; LITTLE MATCH GIRL; LION KING IMAX Special Edition; BROTHER BEAR; EMPORER'S NEW GROOVE (trainee)

Education

Ringling College of Art & Design
Animation Mentor