

JACOB GONZALEZ

Jacob Gonzalez

jacobg.design
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Bellevue, WA

Summary | A disciplined and creative Concept Artist, eager to work with others to create beautiful games. Passionate about games and determined to learn and contribute.

Experience | Concept Artist
Bungie – Bellevue, WA
May 2021 - Present

Associate Concept Artist – (Intern)
343 Industries – Redmond, USA (Telework)
September 8, 2020 – December 20, 2020

Collaborated with the incredible Concept Art team at 343 industries to design various prop, environment, and character designs for the next installment of the legendary Halo franchise: Halo Infinite.

Teacher's Assistant for "Concept 3" with Peter Lam.
Fall 2019 and Spring 2020.

ArtCenter Orientation Leader.
Spring 2020 and Spring 2021.

Education | ArtCenter College of Design, California
Bachelor of Science, Concept Design.
September 2017 - Present

Skills | Photoshop
Blender
3D Coat
Gravity Sketch

References | Peter Lam
Concept Artist, Treyarch
gunpen1@yahoo.com

Glenn Israel
Concept Artist, 343 Industries
glisrael@microsoft.com