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# Jonathan Munro

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Objective: To acquire a concept art/2D art position in a game studio

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## Work Experience:

Mighty Kingdom – Contract 2D/Concept Artist      Sept 2018-Oct.2018  
Adelaide

- Created backgrounds for various game pitches
- Cleaned and colored sketches prepared by the lead artist.

Eben Totton – Freelance 2D/Concept Artist      Aug 2018-Oct.2018  
New Zealand

- Created character portraits and multiple splash screens for "Forgetful Fuhrer" mobile game.

Shantek Studios – Contract 2D Artist      July 2018-current  
Adelaide

- Created game avatars and icons for "Wheel of Wealth" mobile game now in beta testing.

Hosted Gear Studios – Freelance 2D Artist      Jan 2018-July 2018  
Missouri, USA

- Created card backs, templates and box art for "Domhain: A roleplaying game".
- Worked with a team to create various card art illustrations.

Smaller Freelance Projects      Jan 2018-current

- Created coin icons for Red Genie Games, Melbourne.
  - Created a book cover and game screen for SoulshardsRPG.
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## Skills:

- Proficient in Photoshop
- Working knowledge of Adobe Illustrator
- Ability to work in Sketchup for basic 3D block outs and currently learning Maya.
- Good communication skills
- Ability to illustrate in a variety of styles
- Ability to work with a team and accept critiques.

<https://jonathanmunro.carbonmade.com>