

# JOHN CHO

## 2D Artist

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🌐 <https://www.johnchoart.com/>

## EXPERIENCE

### Freelance Digital Artist

#### Bloo-Ocean

📅 Present 📍 Los Angeles, CA

Working independently with clients on different kind of projects.

- ZapApple - Partnered with indie developers, designed school academy environments for the upcoming visual novel, Starswirl Academy.
- Marsano Studio - Designed a sci-fi rifle that would fit the client's vision, while also assisting 3d printing and assembling.
- Common Hearth Films - Collaborated with cinematographer, Michael Andres, to bring his vision to life through concept art(movie title TBA).

### 2D Artist

#### MGA Entertainment

📅 11/2022 - 02/2023 📍 Los Angeles, CA

Worked remotely while maintaining a close contact with the Sr. Art Production Manager to keep consistent quality.

- Specialized in creating captivating 2D illustrations of Little Tikes toy cars and packaging displays that will be visually engaging and captivating to young minds (age 3 to 6).

### 3D Artist

#### KlaskyCsupo Inc

📅 12/2021 - 01/2022 📍 Hollywood, CA

Tasked to digitally sculpt and model KlaskyCsupo Inc.'s mascot, Splaat.

- 3D sculpted the mascot with Zbrush software, including texture and UV layout, that will be used for 3D printed merchandise and social media posts (e.g. Instagram, aimed towards young audience).

### Graphic Designer/Key Artist

#### BLT Communications LLC

📅 10/2017 - 10/2020 📍 Hollywood, CA

Collaborated closely with the art director, team, and esteemed clients such as Disney, Pixar, Dreamworks, and Amazon.

- Designed key art and created 2D digital assets for promotional materials that are showcased in movie theaters, billboards, and streaming service app banners/thumbnails.
- Contributed to high-profile projects including Frozen 2, Incredibles 2, Onward, How to Train Your Dragon 3, Trolls World Tour, Abominable, Angry Birds 2, Stinky & Dirty, and Spiderman Homecoming.

### Concept Artist (Intern)

#### NEOWIZ

📅 06/2011 - 08/2011 📍 Seoul, S. Korea

Interned at NEOWIZ and contributed to the development of their flagship MMORPG, BLESS ONLINE.

- Analyzed and explored different aesthetic types of monsters that would befit in the western fantasy theme, resulting an immersive game environment.
- Collaborated with a multidisciplinary team of artists, developers, and designers while communicating in Korean language.

## SKILLS

Adobe Photoshop

Adobe Illustrator

Zbrush

Graphic Design

Concept Art

Digital Painting

Environment Design

Key Art

Character Design

Social Media

Advertising

3D sculpting

## EDUCATION

### Entertainment Design Course

#### Gnomon School of VFX, Games, and Animation

📅 04/2014 - 03/2016

### Bachelor of Fine Arts

#### School of the Art Institute of Chicago

📅 08/2008 - 05/2012