



# Josh Lockwood

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<http://www.jllockwood.art>

415-350-8507

I'm a skilled and versatile professional artist with 13 years of experience producing illustrations, concept art, 3D assets, and look development for games, film, and animation studios. I'm also adept at leveraging the latest tools and techniques, including VR and AI implementations, to continuously push creative boundaries. I remain committed to utilizing all available resources to solve visual and design challenges effectively. I thrive in collaborative team environments and have experience as both an in-house artist, freelancer and full-time remote hire.

## Digital Software Proficiency:

- **Adobe Creative Suite** (Photoshop, After Effects, Illustrator, InDesign)
- **Maxon C4D/Redshift**
- **ZBrush**
- **Google SketchUp**
- **Adobe Medium**
- **3D Coat**
- **Substance Painter**

## AI Software/Tools Experience:

- **Stable Diffusion** - (SDXL capability)
- **Runway.ml AI** - training and video generation
- **Elevenlabs** - voice synthesis

## Home Studio Hardware/Specs:

- **AMD Ryzen 9 7950X - RTX 4090**
- **Meta Quest Pro**

## Education:

**Bachelor of Fine Arts (BFA) - Traditional Illustration Academy of Art University - 2011**

## **Experience:**

### **Principal Owner - Josh Lockwood Illustrator Inc. (January 2013 – Present)**

As a freelance illustrator, I maintain a strong brand reputation, delivering high-end illustration services. My expertise includes concept art, illustration, storyboards, 3D assets and look development, catering to clients across diverse creative media fields.

- Clients: Viscira, XVIVO, Dream Reactor, Alientrap Software, Existence Games, Mad Microbe, UC Berkley, Havas, Invivo, Get Dead Entertainment

### **Senior Concept Artist - Mad Microbe Studios (2017 – Present)**

I collaborate daily with a dedicated team of professional animators, contribute to pre-visualization look development, asset creation, storyboards, and promotional illustration for biomedical animations.

- Contribute to pre-visualization and look development.
- Create assets for use in 3D animation.
- Translate scientific material into cinematic storyboards.
- Pioneer the use of VR/AR and AI implementations into current workflows.

### **Mobile Game Artist - Aeria Games (September 2013 – June 2015)**

As part of the live mobile team, I updated artwork and vector graphics in real-time to meet the requests of producers and game masters. Additionally, I maintained art quality standards for off-site vendor submissions, providing professional direction daily.

- Worked on the "Immortalis" mobile card game.
- Enhanced existing card art assets.
- Created UI elements for live game events.
- Oversaw art house production and provided art direction based on team scripts and QA guidelines.

### **Associate Concept Artist - Viscira (November 2011 – June 2015)**

Within the Animation Department, I provided client-facing artwork, including storyboards, concept art, and promotional illustrations for various projects.

- Created 3D characters, assets, and environments for high-end 3D medical animations.
- Primarily involved in pre-production, providing compositional sketches, storyboards, and full animatics.
- Provided visual/story concepts for two award-winning animations featured in the company demo reel.
- Provided full-motion animatic storyboards.

## **Memberships:**

- The Society of Illustrators
- The Association of Medical Illustrators

I welcome you to explore my portfolio at <http://www.jllockwood.art>

References will be made available upon request.