

JONATHAN ELLIOTT

Concept Artist / Graphic Designer / Illustrator

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(Note: Adobe Photoshop and Illustrator have been used exclusively in all projects.)

SHIPPED PROJECTS

Dark Domains - Fantasy Themed Board Game - Illustration / Graphic Design

- Sole artist responsible for creation of all assets including tokens, cards, and boards while adhering to printer's guidelines (Panda Printing).

Ortus Regni - Digital Medieval Strategic Card Game - UI / Illustration - PC (Steam) / iOS

- I was tasked with the creation of all the UI and Illustration elements (over 45+ screens) as well as assisting in the conception of promotional and spin-off materials for the game.

Drunken Robot Pornography - First Person Shooter - UI Design - PC (Steam)

- Created all new icons, top-down map, HUD elements for the game, character design, as well as creation of exclusive promo content for the Penny Arcade Expo.

Monster Loves You! - Choose Your Own Adventure - UI / Illustration - PC (Steam) / iOS / Android

- Created the entirety of art for the game, ranging from concept art, final illustration, UI and promo materials.

ADDITIONAL PROJECTS

Pleasant Dreams - Digital Horror Card Game - Illustration / Concept Art / UI / Website Design

- Created the early concept work for the game, setting mood, tone and general progression of game mechanics.

EXPERIENCE

Powerhoof - Apr 2019 (Illustrator)

- Created merchandise illustrations for Powerhoof's *Crawl* video game

Laboratory H - Jan 2018 - Present (Art Director - Illustration, Graphic Design)

- Sole artist on Dark Domains, a dark fantasy themed board game.

Red Hook Studios - Dec 2016 - Present (Graphic Design, Illustration)

- Creating promotional art as well as merchandise for the *Darkest Dungeon* video game. Designed the entirety of the Darkest Dungeon Collector's Edition.

Freelance - Dec 2014 - Present

Zapdot Games, Inc. - Sept 2014 - Present (Lead Artist - UI, Concept Art, Illustration)

- Currently working on various in-house projects and client work as well as assisting with graphic design and branding of the company.

Dejobaan Games - July 2012 - Dec 2014 (Lead Artist - UI, Concept Art, Illustration)

- Shipped titles acting both as sole artist and adaption to existing style guides.

Defective Studios - July 2010 - April 2016 (Art Director - UI, Concept Art, Illustration)

- Worked on a myriad of internal and client based projects. Created logo and branding for the studio.

Pilot Studio - Nov 2009 - June 2010 (Graphic Designer)

- Worked on a myriad of brands and properties including Star Wars and Hot Wheels toy packaging style guides.

EDUCATION

The Creative Circus - Graphic Design Certificate, 2006 - 2008

SKILLS

Adobe Illustrator / Adobe Photoshop