

ABOUT

I am a passionate illustrator that has traveled from the West to the East coast of United States to study with some of the best artists in the business. My own work carries on the heritage of narrative storytelling that was established by Howard Pyle and the Brandywine School. As an educator, I enjoy sharing my knowledge of the history and techniques of American Illustration in a way that is relevant to today's markets and technologies.

MANAGEMENT EXPERIENCE

Michaeli Land Service

2008 ~ 2014

Consultant/Media Specialist

- Project Development and Management from initial phases through project completion.
- Developed Maps and Graphics for client, government, and crew presentations
- Acquired and Managed third party contractors
- Point of contact for surface and mineral owners: included introducing project scope and parameters to said owners, communicating operation time frame to said owners, communicating owners' needs and concerns to client and crew, developing plan-of-actions for crew and ownership with the goal of reducing the stress of operations on daily life, resolving issues of conflict when necessary
- Liaison between operations and government agencies: included Federal agencies such as BLM and FSA, State agencies such as DNR, DOT, and OGCC, local agencies such as the road department, fire department, and city council

Xtrusion Studios

December 2007 ~ April 2008

Lead Concept Artist

- Led a team of six concept artist in the look and design for an Indie SciFi MMO production: KOR
- Set visual guidelines and standards for three unique cultures
- Teleconferenced with producers and programmers on weekly basis for art critiques and art needs
- Teleconferenced with 3D Artists to QC sculpts
- Painted over 3D renderings

J C Penney, Alpena MI

September 2003 ~ May 2004

Visual Supervisor

- Led a team of four
- Established the visual flow and presentation of the entire store
- Implemented plan-o-grams, color stories, and hot points to reach targeted sales projections

FREELANCE EXPERIENCE

Jason Cole Illustration

2004 ~ Current

- Runs a small business that offers a variety of creative needs, but with a focus on illustration and concept art
- Over sees all contracts with clients and vendors
- Handles book keeping and cash flow
- Develops marketing strategy and all promotional materials
- Attends trade shows and other creative venues for networking and exhibition of work

Clients Includes:

- **Atlas Games**
(RPG Publishing Industry)
Creates interior art and graphic elements
- **Elite Home Theatre Seating**
(Luxury Home Theater Seating Manufacturer)
Developed concept art for a Bat Cave promotional theater room that later went into production
Developed concept art for a King Kong theater room
- **Lead Dog Marketing Group/Team Coco**
(Experiential Marketing & Promotions)
Designed original art for CONAN Chicago Week
Printed on t-shirts as promotional give aways via TV and vending machines placed at Chicago landmarks during CONAN Chicago Week 2012
- **Red Juggernaut**
(RPG Publishing Industry)
Created concept art for characters, environments, and props
- **Review & Herald Publishing**
(Educational Magazine Publishing Industry)
Working with Dallas Woodburn's scripts, developed the visual look for *Eban & Ani-Mai*
Created nine interior spreads for the 2007/2008 school year
- **Game Manufacturers Association**
(Tradeshow and Gaming Convention)
Created original art used for signage and marketing material at and for Origins Game Fair
- **ConnCon**
(Gaming Convention)
Designed original art for promotional material and for the 2006 official convention t-shirt
- **Goodman Games**
(RPG Publishing Industry)
Created interior art
- **Gogra Games**
(Collectible Card Game Manufacturer)
Created original art for card game
- **The Five of Us, INC**
(Table Top Game Publishing Industry)
Created creature concept art for the expansion set to Gem Quest

TRADITIONAL SKILLS

Figure Drawing

- Clothed
- Nude
- Anatomical

Environmental Drawing

- Perspective
- On-Site Sketching

Wet Media

- Oils
- Acrylics
- Gouache
- Markers
- Ink
- Mixed

Dry Media

- Graphite
- Charcoal
- Conte
- NuPastels
- Colored Pencils

Sequential

- Story Beats
- Story Boarding
- Key Frames
- Graphic Novel

DIGITAL SKILLS

Adobe

- Photoshop
- Illustrator
- InDesign
- After Effects

Corel

- Painter

Microsoft

- Word
- Excel
- Access

Misc

- Daz 3D
- SketchUp
- Black Board
- eCompanion

TEACHING EXPERIENCE

Illinois Institute of Art, Chicago IL

Spring 2012 ~ Current

Adjunct Faculty ~ Illustration

- **Conceptual Illustration** (Wrote and Teach):
Introduces students to different genres of Illustration through assignments, lectures, and presentations
Introduces students to diverse techniques of image making
Develops students critical thinking and ability to bring new influences into their personal voice
- **Advance Digital Illustration** (Re-Wrote and Teach):
Builds on students proficiency in working in a digital environment
Introduces and develops students proficiency with working on Wacom tablets
Builds on students understanding of Photoshop by developing an advance understanding of; Layers, Groups, Masks, Channels, Brushes
Develops advance concepts of integrating Traditional and Digital media
- **Storyboarding for Illustration** (Teach):
Introduces students to the industry and practices of Storyboarding
Introduces students to film theory and how they can apply that to any visual composition
Develops students ability to break down scripts into story beats
Introduces students to traditional and digital tools for creating storyboards and animatics
- **Editorial Illustration** (Teach):
Introduces students the market of Editorial Illustration through assignments, lectures, and presentations
Develops students awareness between print and digital outlets
Encourages students to begin to define their visual voice
- Along with other Faculty and the Department Chair, revised the curriculum for the Illustration Program

Fashion Institute of Technology, NYC

January 2006 ~ December 2006

3D Max Tutor

- In-Class Tutor for Intro to 3D Max:
Monitored classroom and assisted when students fell behind the lecture
- Private Tutor for Intro to 3D Max:
Assisted students with the interface and program applications of 3D Max

EXHIBITIONS

Illinois Institute of Art Gallery 180, Chicago IL

November 2013 ~ January 2014

Group Show: Faculty Exhibition - One piece displayed

Rotofugi Gallery, Chicago IL

May 2013 ~ June 2013

Juried Show: A New Narrative - Two pieces accepted

World Con 70, Chicago IL

August 2012 ~ September 2012

Non-juried Show: Art Show - Body of work and prints displayed

Gallery Provocateur, Chicago IL

July 2012 ~ October 2012

Juried Show: Planet Pulp - One piece accepted

Gen Con, Indianapolis IN

August 2009, 2007, 2006, 2005, 2004

Non-juried Show: Art Show - Body of work and prints displayed

Origins Game Fair, Columbus OH

June 2007, 2004

Non-juried Show: Art Show - Body of work and prints displayed

The Museum at FIT, New York NY

June 2007 ~ July 2007

Group Show: First Class Stories & Pictures - Body of work displayed

ConnCon, Stamford CT

March 2006

Non-juried Show: Art Show - Body of work and prints displayed

Award: Artist Guest of Honor

PhilCon, Philadelphia PA

December 2004

Juried Show: Art Show - Body of work displayed

Award: Best Aspiring Professional

Art in the Loft, Alpena MI

June ~ December 2003

Juried Show: Summer View - Body of work displayed

Juried Show: Winter View - Body of work displayed

Northeast Michigan Area Art Show, Alpena MI

November ~ December 1999

Juried Show: Annual Art Show - One piece accepted

November ~ December 1997

Juried Show: Annual Art Show - Two pieces accepted

EDUCATION

Fashion Institute of Technology, New York NY

- MA in Illustration: *May 2008*

College for Creative Studies, Detroit MI

- BFA in Graphic Communication - Illustration: *December 1999*
- CCS Student Scholarship: *Fall 1997 ~ Fall 1999*
- Michigan Competitive Scholarship: *Fall 1997 ~ Fall 1999*

Academy of Art University, San Francisco CA

- Majored in Illustration: *Fall 1995 ~ Spring 1997*

Alpena Community College, Alpena MI

- General Education: *Fall 1994*
- Calculus: *Fall 1993*