



JONAH GIBSON

visual development + backgrounds
character + illustration



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EXPERIENCE

Flashgitz Animation - Background Artist

May 2025 - Present

- + Produces line-art and painted backgrounds remotely for *Space King*, executing final shots from concept art and lead feedback while prioritizing perspective and spacial clarity.
- + Coordinates daily with art leads to deliver assets on schedule that align with director and producer briefs.

Floyd County Productions - Background Painter

Feb 2023 - Dec 2023

- + Painted 50+ episodic backgrounds for *Marvel's Hit-Monkey Season 2* (FX, 2024) using Photoshop and Blender.
- + Established lighting, color roughs, and finalized prop designs integrated into finished scenes.
- + Collaborated cross-departmentally with character design, 3D layout, and art direction to maintain visual continuity and enhance world building.

Sweetener Solutions - Concept Artist / Illustrator

Jan 2022 - Mar 2022

- + Developed brand visuals from concept sketches through final production-ready assets.
- + Designed packaging, logo, typography system, website visuals, repeating patterns, and mascot illustrations.
- + Presented concept decks and revised assets based on client feedback through final production..

Studio Milky - Lead Background Painter

Oct 2021- May 2022

- + Painted watercolor-style digital backgrounds in Photoshop for the 2D animated film *Cow*.
- + Led revisions and repaints to align final shots with the director's visual tone and mood boards.

EDUCATION

Savannah College of Art and Design (SCAD) **BFA in Illustration**

Summa Cum Laude, SCAD Dean's List Honors

Sep 2018- Jun 2022

SKILLS

Software: Photoshop, Illustrator, After Effects, Blender, Clickup , Ftrack, Sketchup

Professional: Background Design, Vis Dev & Characters, Lighting & Color, Brand Identity, Packaging, Illustration, Content Strategy, Pitch Development