JASON WILSON

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 Portfolio: jasonbwilson.com

SUMMARY

Experienced **Storyboard and Layout Artist** with 15+ years of expertise in visual storytelling, cinematic composition, and scene development for film, animation, and interactive media. Skilled in translating scripts into **dynamic, well-structured visuals** that enhance narrative clarity and production efficiency. Strong ability to **refine character poses, set up compelling shots, and ensure visual continuity** across sequences.

KEY SKILLS

- **Scene Composition & Layout**: Establishing shot structure, character placement, and cinematic flow
- **Visual Consistency**: Ensuring character models, poses, and proportions remain accurate across sequences
- **Storytelling Through Staging**: Enhancing narratives through effective use of perspective, depth, and camera angles
- **Software Proficiency**: Toon Boom Storyboard Pro, Adobe Photoshop, Blender Grease Pencil, Clip Studio Paint
- **Collaboration**: Working closely with directors, animators, and character artists to create visually compelling stories
- **Problem-Solving**: Addressing creative and technical challenges in pre-visualization

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PROFESSIONAL EXPERIENCE

Storyboard & Layout Artist

Sugar Skull Media – Austin, TX (2019–Present)

- Designed **page layouts, character prop and environment design, and character illustrations** for the ongoing comic series *Halloween-Man*.
- Provided **detailed scene breakdowns and character concepts, and completed pages**, ensuring clear and impactful storytelling for character focused action comic book

- Worked closely with writers and editors to **maintain continuity and enhance scene flow**.

Storyboard & Layout Artist

Archetype Pictures – Los Angeles, CA (2006–2008, 2016–2017, 2022–2023)

- Developed **cinematic storyboards and refined shot layouts** for multiple film projects.
- Collaborated with directors to **fine-tune key action sequences and scene compositions**.

Cinematic Games – Houston, TX (2004)

- Developed storyboards for **in-game cinematics**, collaborating with game designers and animators.
- Ensured **scene clarity, character positioning, and camera angles** aligned with gameplay flow.

EDUCATION

Associate of Arts in Computer Animation
Art Institute of Houston – Houston, TX (2003)

PORTFOLIO & CONTACT

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