**jonathan schwochert**

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**PROFILE**

I am an illustrator and educator who teaches in both traditional and digital media. I have a passion for visual storytelling and empowering students with a foundation of practical methods and theory.

With my experience in the creative industries, I work to develop an understanding of industry processes and standards to give students a scaffolding from which to develop their practice. I focus very heavily on the understanding of the relationship between creator, client and audience.

I have taught at Canterbury Christ Church University, University for the Creative Arts, University of Hertfordshire, multiple universities in China, Otis College of Art and Design, and private ateliers in the UK and France. I embrace the challenges of differing methods, systems, goals and most of all, communicating abstract ideas to different cultures.

My illustrative work has been published by Nintendo Co., The Pokémon Company, Wandsworth Council, Medway Council, The Electric Medway Festival, Artist and Illustrator Magazine, Manifesto Press, Self-Made Hero, Rising Sun Comics and many other smaller clients. I have also self-published on platforms such as ComiXology and Comix Central.

Currently I am a Lecturer in Games Design at Canterbury Christ Church University. Additionally, I take occasional commissions for illustrative projects.

**Experience**

**2020-Present Lecturer in Games Design, Canterbury Christ Church University**

Leading modules of up to 77 students on a BA Games Design course and supervising MA Final Projects in Games Design and Graphic Design. Responsible for the content, delivery and assessment of ‘2D Graphics’, ‘Game Arts’, ‘Creative Careers 2’, ‘Project 1’, and ‘Art, Audio & Story’ modules. Co-teaching on ‘Global Experiences’, and Foundation Year modules.

* + - *Supporting teaching and learning* by revising areas where current provision is in need of improvement.
    - *Developing* new learning materials based on research and industry experience.
    - *Researching* the impact of promoting public arts and research to wider audiences through digital and more accessible forms of media.
    - *Liaising and networking* to develop external networks.
    - *Providing feedback* to students in session, remotely and during assessment.
    - *Moderating assessment* of colleagues marking and feedback.
    - *Providing* pastoral care for students from a diverse background in an institution focused on increasing participation.
    - *Collaborating* with colleagues across multiple disciplines to deliver modules, develop new areas of teaching, and deliver external events.
    - *Guiding* sessional lecturers, visiting lecturers, technicians, and other teaching staff in module delivery.
    - *Marketing* the course by developing social media strategies, organising student outreach, and leading open day events.

**2010-Present Freelance Artist and Illustrator, Various Locations**

Creating artwork and collaborating with clients for a wide variety of projects. Managing self-promotion, workload and billing effectively.

* + - *Artist* for augmented reality experience, and animations projected in public spaces.
    - *Comic Book Artist* for 2-22 page comics for publishers and self-published projects for print and digital publishing. Focus on penciling but have worked in all areas of comic creation.
    - *Illustration* for books, magazines, advertisements, and posters.
    - *Animating* Gifs and whiteboard animations for online promotion.
    - *Storyboarding* for directors in both advertising and film to develop projects as short as 30 seconds and up to feature length.
    - *Medical Illustration* for several volumes in collaboration with medical professionals.
    - *Self Promotion* through a website and social media platforms for outreach to customers.

**2019-2020 Technician Creative IT: Graphics & Illustration, University for the Creative Arts, Farnham**

Delivering workshops in Adobe Photoshops, Illustrator, InDesign and After Effects across various courses and levels of study for groups of up to 18 students.

* + - *Collaborating* with academic teams to ensure the alignment of workshop topics to course outcomes
    - *Planning* of workshops and pathways of development over multiple sessions
    - *Creation* of teaching materials and presentations for workshops
    - *Online Delivery* of content in response to the Covid -19 Pandemic
    - *Cross Departmental* collaboration to assist with the integration of international students
    - *Development* of my professional practice through organisations such as the Higher Education Academy, Mental Health First Aid England and the European League of the Institutes of the Arts

**2019-2020 Visiting Lecturer, University for Hertfordshire, Hertfordshire, UK**

Lecturer leading workshops for portfolio development of students aged 12-18 as a part of University of Hertfordshire’s outreach programme and the National Saturday Club, with a focus on video games, comic books and illustration.

* + - *Lecturing and demonstrating* various techniques and methods in art, design and software
    - *Collaboration* with UH staff to plan and deliver teaching of up to 25 students.
    - *Online Delivery* of content in response to the Covid -19 Pandemic
    - *Leading* gallery visits and other excursions

**2018-2020 Creative Workshop Tutor, University for the Creative Arts, Kent, UK**

Tutor leading and assisting in workshops to raise aspirations for underrepresented students aged 13-19 as a part of the Kent and Medway Collaborative Outreach Programme (KaMCOP) and UCA’s own outreach programme, with a focus on animation, illustration and video games

* + - *Mentoring* students on creative careers and educational paths in one day workshops. Delivering workshops and preparing students for assessment within the Trinity College Arts Award programme.
    - *Lecturing and demonstrating* various techniques and methods in art, design and software
    - *Collaboration* with UCA lecturers, KaMCOP staff and local schools to plan and deliver workshops of up to 30 students.
    - *Online Delivery* of content in response to the Covid -19 Pandemic

**2017-2019 Lecturer in Fine Art, Aberystwyth University Programme, Henan, China**

Lecturing and leading modules for up to 200 students in an international fine art programme based at HuangHuai University and Henan University of Technology, responsible to a UK University, in three to five-week modules titled ‘Painting and Colour Based Representation’, ‘Painting Topics’, ‘Professional Practice for Artists’, and ‘Illustration’.

* + - *Lectured* and created content for lectures up to 200 students during two-hour sessions
    - *Demonstrated techniques*, leading group critiques and practical workshops for sections of 40-50 students.
    - *Assessed* student portfolios, presentations, and class participation from modules. Participated in grading panel for senior thesis defense.
    - *Taught Diverse* techniques, methods and theory applicable to students with varrying career goals in the creative field.
    - *Managed and tutored* an assistant lecturer, translators and class monitors in American and UK teaching methods and art theory.
    - *Adapted* to and working within the framework of the Chinese University system while implementing American and UK based learning programmes.

**2018 Art Teacher, Cote Grange, The Lot, France**

Art Teacher and manager of a Landscape Oil Painting course for private tuition in the south of France. Managed advertising, logistics, assisting staff, creation, content and implementation of the course.

* + - *Demonstrated* painting techniques in an atelier style and lead critiques.
    - *Managed* staff including a cook and local guide while liaising with venue and other local businesses.
    - *Strategised* marketing and financial plan for the course.

**2010-2017 Instructor, London Fine Art Studios, London, UK**

Lead classes of 10-20 students at private art institution. Regular students ranged from University level to professionals. Assisted in teaching short courses at various ages including primary and secondary school students.

* + - *Established* courses in gesture, anatomy and costume drawing for advanced students. Lectured on current art theory for enrolled students and visitors.
    - *Taught* traditional courses to using methods developed by classical artists which are still relevant today.
    - *Managed* organisation of courses including content, workspaces, staff, liaising with admissions and model booking departments.
    - *Promoted* LFAS through Illustrated images for explanation of studio methodology for the Leighton House Museum and Artist and Illustrator Magazine.

**2015 Resident Artist, The Central School of Ballet, London, UK**

Artist working in the studio with dancers at top level institution. Role and final outcome were decided in collaboration with academic staff.

* + - *Created artwork* in observation of dancers and instructors.
    - *Exhibited Art* in a final gallery style show and ballet performance.

**2013-2014 2D Artist, Headstrong Games/Nintendo Co, London, UK**

Contributed to three Nintendo titles (Art Academy: Sketchpad, Art Academy: Atelier, Pokémon Art Academy) as part of a second party developer and assisted in additional pitch work for studio.

* + - *Illustrated* digital paintings and diagrams at 'Gold' quality standards for final boxed products.
    - *Concepted characters* and provided final 2D assets for game pitches.
    - *Photographed* source material and managed photo shoots. *Retouched* HD photography for final product.
    - *Wrote lesson* scripts for characters and assisted in syllabus development.
    - *Collaborated* with a diverse and experienced art team to advance a previously established brand. Consulted coding team on development of real media simulator. Managed and collaborated outside contractors.
    - *Adapted* by learning to script in XML and update assets in a revision control system.

**2007-2008 Teaching Assistant,** **Otis College of Art Design, Los Angeles, USA**

Employed by university in to assist in the delivery of Life Drawing courses in year one of a BA programme to gain professional teaching, leadership and technical experience.

**Education**

**2022-Present Post Graduate Certificate in Academic Practice, Canterbury Christ Church University**

Currently undertaking a teaching qualification taught at Master’s Degree level for university lecturers, designed to equip holders with the skills needed to provide high-quality teaching and learning.

**2013-2015 Master of Arts (Illustration) University of Hertfordshire, UK**

Completed a part-time Master’s course at one of the United Kingdom’s most cutting edge institutions while working full-time. Thesis and practical work focused on digital comics.

* + - *Excellence -* Awarded a distinction on written and practical thesis: 'What are the limits of animation in digital comics?'
    - *Practical -* Emphasis on experience the creative industries and development of practical methods in a self-directed research-based program.
    - *Academic –* Research held to rigorous standards and required to examine innovative areas of the creative industry.

**2009-2012 Atelier Training, London Fine Art Studios, London, UK**

Studied in the first fine arts atelier in the United Kingdom, founded by Master Painters trained in historic institutions in Italy and Spain. (Formerly known as Lavender Hill Studios)

* + - *Classical technique -* Emphasis on oil painting, charcoal drawing and bronze sculpture.
    - *Practical tuition –* Additional tuition in preparation for gallery exhibitions, self promotion and managing commissions.
    - *Teaching experience –* Tutored beginner students in foundation level techniques.

**2006-2008 Bachelor’s Degree (unfinished) Otis College of Art Design, Los Angeles, USA**

Studied under a Bachelor’s Degree in Art, emphasizing illustration and graphic design for the media industry in Southern California.

* + - *Foundation –* Strong foundation in drawing, colour theory, design, form and other transferable art skills.
    - *Illustration –* Instruction in illustration in for editorial commissions, sequential art and media industry. Advanced drawing and painting tuition.
    - *Graphic design –* Introduction to design and typography. Training in relief and screen printing, traditional type setting.
    - *Industry knowledge –* Based in the heart of southern California’s media industry. Professors were required to be practicing professionals. Regular workshops and lectures from visiting artist.
    - *Art theory –* Extensive education in history of art, semiotics and social studies.

**Languages – CerTifications - Courses**

**English** Native Language

**Mandarin** HSK Level 2 - Able to understand a vocabulary of 300 words and associated grammar through reading and listening. Currently studying for Level 3 - 600 words

**Fellowship Higher Education Academy**

Certification demonstrating commitment to teaching, learning and the student experience, that encourages research, reflection and development in relation to current teaching pedagogies and regulations.

**Arts Award Trinity College**

Certified in advising participants in the Discover, Explore, Bronze, Silver and Gold levels. Arts Awards are recognised in the Regulated Qualifications Framework and seek to inspire young people to develop their art and leadership skills.

**First Aid British Red Cross**

Course delivering skills in first aid for common injuries and medical conditions

**Mental Health Aware – Mental Health First Aid England**

Course providing an introduction to mental health and the factors affecting wellbeing.

**Initiateur London Savate**

Assistant coach and cornerman for Savate Kickboxing. Current world silver medal holder.

**Software**

* Adobe Photoshop
* Illustrator
* In Design
* After Effects
* Premiere Pro
* Corel Painter
* Clip Studio Paint
* MS Office
* Spark AR

**REFERENCES AVAILABLE UPON REQUEST**