

JON SCHWOCHERT

Illustrator and Arts Facilitator

CONTACT

jonschwochert@gmail.com
www.jonschwochert.com
Rochester, UK

SKILLS

Illustration
Digital Painting
Animation
Visual Design
Team Leadership
Teaching

SOFTWARE

Photoshop
Illustrator
InDesign
After Effects
Animate
Premiere Pro
Audition
Toon Boom
Clip Studio Paint
Blender
Game Maker

EDUCATION

Post Graduate Certificate in Academic Practice

2022 - 2023
Canterbury Christ Church University

Master of Arts in Illustration

2013 - 2015
University of Hertfordshire

Fine Art Painting

2009 - 2012
London Fine Art Studios

Bachelor of Arts in Illustration

(Incomplete)
2006 - 2008
Otis College of Art & Design

PROFILE

I am an Illustrator and Arts Facilitator driven to give people profound experiences through the beauty of visual arts. My art has been used in graphic novels, video games, magazines and public artworks. I work to empower communities by co-creating artworks and digital experiences that tell their stories. Additionally, I am dedicated to passing on the skills and knowledge I have been privileged to learn to the next generation in my role as Senior Lecturer in Character Design and Concept Art at Ravensbourne University London.

My work has been published by Nintendo Co., Artist and Illustrator Magazine, Self Made Hero, ComiXology, Comix Central, Comic Haus, Wandsworth Council, and many other smaller clients. I have exhibited at Leighton House, the Electric Medway Festival, the Being Human Festival and the Rochester Art Gallery. I've been resident artist at the Central School of Ballet in London, and the Milwaukee Art Museum.

My passion stems from being introduced to the arts through public art programs while growing up in a post-industrial community in the rust belt of the American Mid-West. My artwork ranges from digital illustration to animations projected over urban landscapes. I bring elements of real media into digital spaces to publish work on digital platforms, in print, and in experimental forms including augmented reality.

My mission is to pass on and use my skills as an illustrator and experience from games and graphic novels. I specialise in leading co-created projects enabling charities and organisations to engage hard to reach groups. I envision a future where the stories of all communities are celebrated.

Ultimately, through funded projects, I serve communities who are looking to tell their stories.

EXPERIENCE – Illustration

Freelance Illustrator, Various Locations

Illustrator, Creative Director, Arts Facilitator, and 2D Animator collaborating with clients for a wide variety of projects. Managing self-promotion, workload and billing effectively.

2024 - in progress, Medway Fighter, Computer Game, to be released at the Electric Medway Festival

2023 The Mortal Immortal Graphic Novel, Graphic Novel and Event, Being Human Festival, Kent

2023 Wings Over River Medway, Augmented Reality Experience, Medway Council, Rochester

EXPERIENCE – Illustration (continued)

- 2023** Seaplane Works - Short Brothers in Rochester, Exhibition, Rochester Art Gallery, Rochester
- 2023** Intra High Street Animation, Exhibition, Electric Medway Festival/Intra Arts, Chatham
- 2022** River Poem Animation, Exhibition, Electric Medway Festival/Sun Pier House, Chatham
- 2021** Save Kent from Dracula Board Game, Event, Being Human Festival, Kent
- 2021** Artist Framed, Exhibition, Wandsworth Council, London
- 2021** Scrolling Through the Ages, Exhibition, Electric Medway Festival/Sun Pier House, Chatham
- 2019** Progress, Graphic Novel, Work in Progress
- 2019** Ting Bu Dong, Graphic Novel, Self Published
- 2018** Gorky and Izzy's Trip to Mexico, Graphic Novel, ComiXology, Comix Central & Comic Haus
- 2017** The Jeremy Corbyn Comic, Graphic Novel, Self-Made Hero
- 2017** The Life of Tormund Skoog, Graphic Novel, Rising Sun Comics
- 2017** Rainbows Ghost, Graphic Novel, Rising Sun Comics
- 2016** Anatomical Illustration, Print Illustration, Artist and Illustrator Magazine
- 2015** Resident Artist, Residency and Exhibition, Central School of Ballet, London
- 2015** London Fine Art Studios, Exhibition, Leighton House Museum, London
- 2015** Art Academy: Atelier, Video Game, Nintendo Co.
- 2015** Lost a Girl, Storyboard for Film, Porcelain Film
- 2014** Pokémon Art Academy, Video Game, Nintendo Co.
- 2013** Art Academy: Sketch Pad, Video Game, Nintendo Co.

2D Artist, Headstrong Games / Nintendo Co., London

2013-2014

Developing art for three Nintendo titles (Art Academy: Sketchpad, Art Academy: Atelier, Pokémon Art Academy) as part of a second party developer and developing pitches for studio.

- *Illustrated* digital paintings and diagrams at 'Gold' quality standards for final shipped 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. Consultant for 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.

EXPERIENCE – EDUCATION

Senior Lecturer in Character Design and Concept Art, Ravensbourne University

2025-Present

Senior Lecturer in Games Design, Canterbury Christ Church University

2020-2025

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

- *Demonstrating and designing* learning activities for a broad range of illustration and 2D art topics that range from fundamental art theory to digital drawing & painting, animation, graphic novels, game arts, and graphic design.
- *Illustrating* new learning resources to demonstrate topics including graphic design, environment design, character design, visual storytelling, and more.
- *Supporting* teaching and learning by revising areas where current provision is in need of improvement based on current pedagogic research and industry knowledge.
- *Researching* promotion of the arts in marginalized communities through co-creation, public engagement, and accessible workshops.
- *Networking* to develop external networks with industry, community organizations, and schools.
- *Providing* feedback to students in session, tutorials, and during assessment.
- *Mentoring* and moderating assessment of colleagues marking and feedback.
- *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, deliver external events, and research.
- *Guiding* sessional lecturers, visiting lecturers, technicians, teaching assistants and supporting new staff in development.
- *Marketing* the course by developing social media strategies, organizing student outreach, and leading open day events.
- *Co-directing* course organisation and staffing of modules. Leading team meetings and supporting management of the course.

Technician Creative IT: Graphics & Illustration, University for the Creative Arts, Farnham

2019 – 2020

Visiting Lecturer, University of Hertfordshire, Hertfordshire

2019 - 2020

Creative Workshop Tutor, University for the Creative Arts, Kent

2019 - 2020

Lecturer in Fine Art, Aberystwyth University International Programme, Henan, China

2017 - 2019

Art Teacher, Cote Grange, The Lot, France

2018

Tutor, London Fine Art Studios, London

2010 – 2017

Teaching Assistant, Otis College of Art Design, Los Angeles

2007 – 2008