

JEREMY D. MOHLER

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EXPERIENCE

Inhabit Media Group Full color and pencil illustration.	2006-Current
Platinum Studios Project management for Cowboys and Aliens II and Worlds at War.	2007-Current
Archaia Studios Press Design, development, final implementation, and maintenance of all company websites.	2005-Current
Empty Room Studios Art director and project manager.	2006-Current
Baeg Tobar Project Project management, illustration, and web design.	2004-Current
Lair of the Minotaur Band Cover and interior album art.	2007
Layne Morgan Media Group Comic colorist and concept artist.	2005-2007
Goodman Games Full color cover illustration and black and white spot illustration.	2005-2007
Dark Quest Games Full color cover illustration.	2007
Upper Deck Entertainment World of Warcraft full color card illustration.	2007

EDUCATION

Kansas City Art Institute Bachelors of Fine Arts, emphasis in illustration/design.	1997-1999, 2002-2004
The Joe Kubert School of Cartoon and Graphic Art Emphasis in cartooning and sequential illustration	1999-2001

SKILLS

Traditional; Non-traditional

Drawing, inking; Adobe Photoshop, Adobe Go-Live, Standard HTML

Abilities

Creative, able to perform thorough research, work under a tight deadline, eye for composition, excellent with figures and environments, able to multitask multiple projects