

NOBLE JEFFERIES

CONCEPT ARTIST
ENVIRONMENT DESIGNER
CHARACTER DESIGNER
ILLUSTRATOR

CONTACT

☎ 840-210-1066
✉ Gilgamorish@gmail.com
📍 Rialto, CA

PORTFOLIO

➤ miracleworks.godaddysites.com
➤ Environment Portfolio
➤ artstation.com/mr_miracle
➤ LinkedIn
➤ conceptvestige.netlify.app

SOFTWARE

Photoshop ★ Krita Blender

★ Adobe Certified Professional · Blender in progress

ART SKILLS

VISUAL STYLE

Stylized Realistic

CORE

Digital Painting Color Theory Composition
Lighting Perspective Anatomy
Visual Storytelling

PRODUCTION

Mood Boards Thumbnailing Turnarounds
Prop Design Iterative Design Art Direction
Keyframing Photo Bashing 3D Modeling

SOFT SKILLS

Collaboration Art Direction Visual Critique
Style Adaptability Time Management
Problem-Solving Self-Directed

EDUCATION

Chaffey College

2024 – Present

Etiwanda High School

Diploma · 2024

Studio Arts Club

CERTIFICATION

◆ Adobe Certified Professional
Photoshop

Concept artist focused on environment and character design for games and entertainment. I work across both stylized and realistic visual styles, designing worlds from mood boards through final renders. Adobe Certified in Photoshop, strong foundation in digital painting and traditional media. Currently expanding into 3D with Blender.

EXPERIENCE

Concept Artist · Heavenly YIN Studios **VOLUNTEER** Mar 2026 – Present

- Contributing concept art and visual development for an original IP in active pre-production

Environment Concept Artist · Luxark 2023 – 2025

- Painted original environment concepts and background artwork for the studio's digital platform
- Led weekly art reviews, giving direct feedback on composition, color, lighting, and visual storytelling
- Kept the critique pipeline running between artists and creative leads

Lead Environment Designer · Supernova Entertainment 2024

- Led environment design for an original IP through pre-production
- Built the visual direction from scratch: mood boards, style references, world-building frameworks
- Wrote the art guidelines and set up the pipeline for the environment team

SELECTED PROJECTS

1 Candy Temple

Stylized environment blending whimsical themes with real architectural detail and deliberate color storytelling

2 Neo-Futuristic Tudor Tavern

Hybrid concept merging historical Tudor architecture with neo-futuristic elements and moody interior lighting

3 MagnoJack: Original Mech Brawler IP

Full character design pipeline from sketches through turnarounds, pose sheets, color variations, and final render, built for game or animation pre-production

INDEPENDENT WORK



ConceptVestige: Concept Art Brief Generator

conceptvestige.netlify.app · Free & Open Source

Built a brief generator with 324B+ prompt combinations, customizable word banks, history tracking, and full offline