

# WHITNEYMISCH

## CONCEPTARTIST | ILLUSTRATOR

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### EDUCATION »

**BFA IN ILLUSTRATION** **2009**  
**VIRGINIA COMMONWEALTH UNIVERSITY**  
**RICHMOND, VIRGINIA**

-BFA in Illustration Awarded 2009. Courses include 2D Animation, 3D Animation, Projects in Illustration, Upper Level Drawing and Painting, and Business of Communication Arts.

-Independent Study - 'Concept Drawing, From Thumbnail to Final, and the Iterative Process'.

### COMMUNITY»

**PAX PRIME** **SEPTEMBER 2010**  
**GDC SAN FRANCISCO** **MARCH 2010**  
**GDC AUSTIN** **AUGUST 2009**  
**IGDA MEMBER** **SINCE 2009**

### SKILLS »

**Proficient in:** Adobe Photoshop, Adobe Illustrator, Google SketchUp, Traditional & Digital Drawing and Painting.

**Working knowledge of:** Adobe Flash, Adobe InDesign, Pixelogic Zbrush, and Autodesk Maya 2009.

### WORK HISTORY »

**QA TESTER INTERN** **AUGUST 2010 - CURRENT**  
**BETHESDA SOFTWORKS**  
**ROCKVILLE, MARYLAND**

Found, isolated, and reported technical errors with games.

**FREELANCE CONCEPT ARTIST** **JULY 2009 - CURRENT**  
**FALLS CHURCH, VIRGINIA**

After graduating from VCU, I have been supplying preproduction assets for indie games and films.

**INDIE GAME CONCEPT ARTIST** **AUGUST 2009 - MARCH 2010**  
**DIGITAL FLUX ENTERTAINMENT**  
**FALLS CHURCH, VIRGINIA**

Provided preproduction assets for the indie game EPIC FRONTIERS.

**WEB/PRINT DESIGNER** **SUMMER 2009**  
**K2 TROPHIES AND AWARDS**  
**RICHMOND, VIRGINIA**

Designed and implemented web and print based promotional materials for existing marketing campaigns. Assisted with branding and authoring of web based store for new sister company.

### HOBBIES »

Reading, drawing, painting, design, NPR, C-SPAN radio, running, soccer, hockey, ultimate frisbee, hiking, and camping.