WHITNEY MISCH
DESIGN SAMPLES
2011

571.332.1788
WMISCH@GMAIL.COM
HTTP://WSMISCH.COM
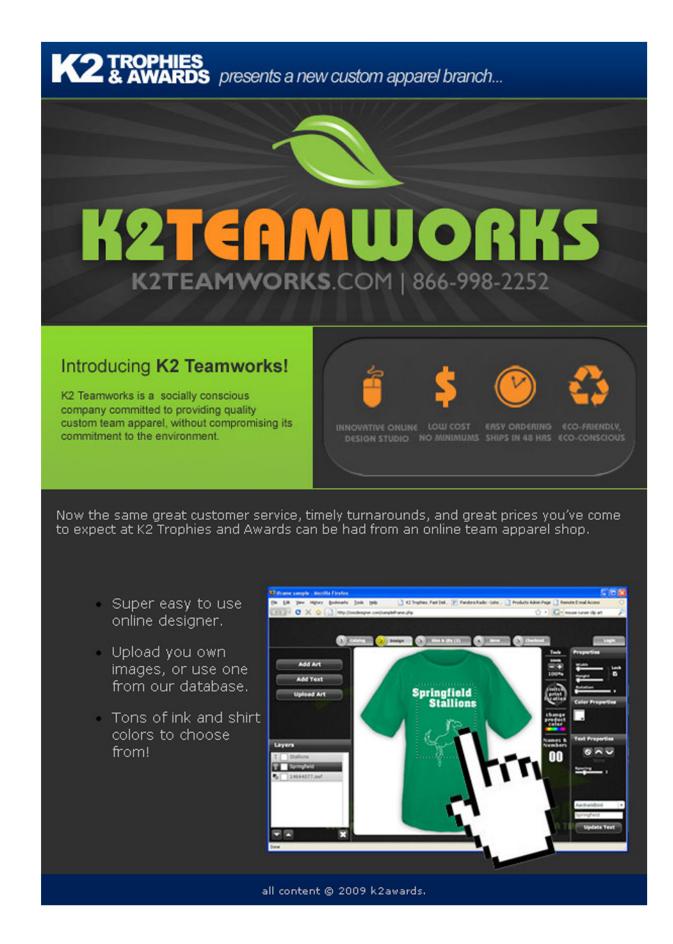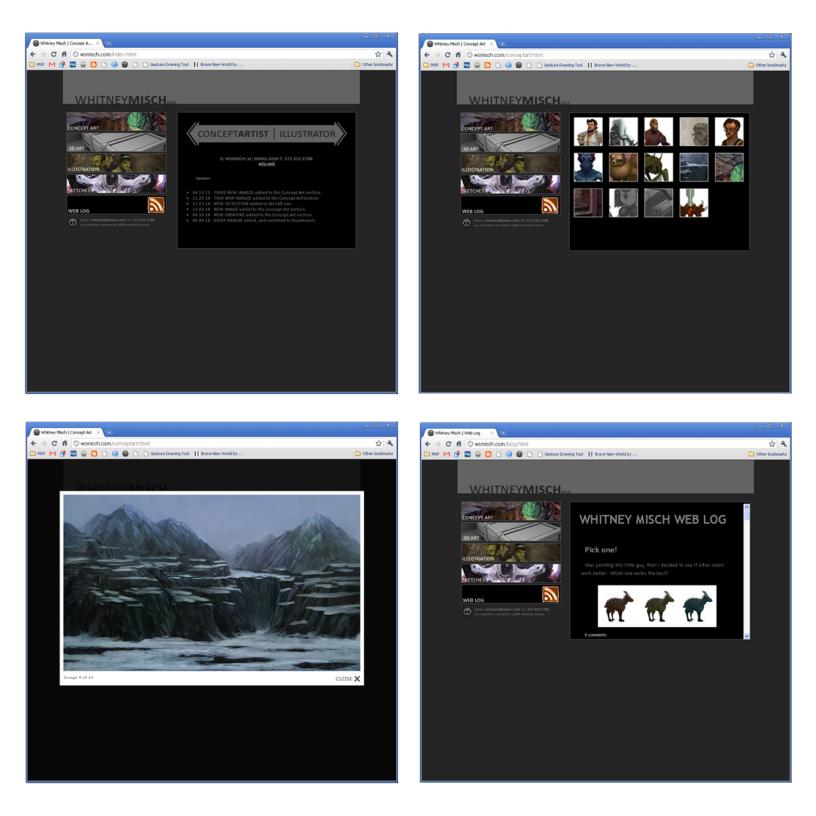
01. EMAIL PROMO

This is a promotional email letter that went out to the companies subscribed users. It was the introduction of a new ecologically friendly apparel branch of the company.
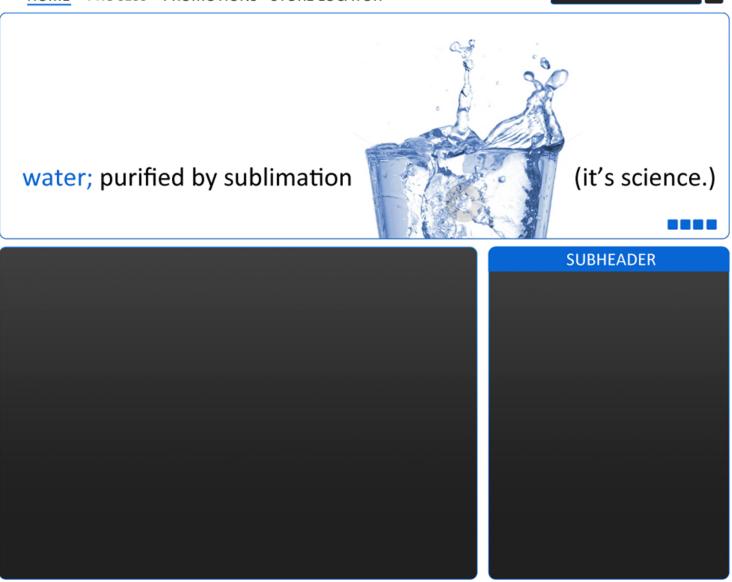
02. PERSONAL ILLUSTRATION WEBSITE

This is my personal website that showcases my illustration and concept art for video games. It was designed and coded from scratch. It can be viewed at http://wsmisch.com.

SUBLIME WATER

SEARCH SITE

water; purified by sublimation   (it's science.)

SUBHEADER

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Fusce vel lorem enim. Quisque commodo, ante eget faucibus suscipit, felis nisl vestibulum nisl, quis fringilla erat arcu at purus. Vivamus accumsan dui a nulla ornare ac dapibus neque lobortis. Donec imperdiet dapibus tortor ut euismod. Sed aliquet faucibus purus porta lacinia. Phasellus faucibus quam fermentum erat suscipit in tempus diam euismod. Suspend-isse erat leo, congue id imperdiet at, consectetur a orci. Quisque fringilla imperdiet ligula, vitae ultrices orci tincidunt vel. Aliquam sed urna vel felis eleifend facilisis. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas.

03. SUBLIME WATER WEBSITE

This is sample website for an imagined water company. Sublime water is a play on words, where sublime both means excellent, and the process through which the water is purified.

04. WRECKAGE GAME LOGO

This is a logo that was designed for an independent game I worked on, Wreckage. Wreckage is an independent game that is in production for the Unreal 3 game engine.
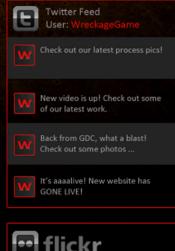
05. WRECKAGE GAME WEBSITE

This is a website mock up for the independent game Wreckage. Wreckage is an independent game that is in production for the Unreal 3 game engine.

WHITNEYMISCH

CONCEPTARTIST | ILLUSTRATOR

571.332.1788 | WSMISCH.COM | wsmisch@gmail.com

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.