

WHITNEY MISCH
DESIGNER // ILLUSTRATOR

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//EDUCATION

BFA in Illustration // 2005 - 2009

Virginia Commonwealth University

Richmond, Virginia

Courses included Typography, Type and Image, 2D Animation, 3D Animation, Projects in Illustration, Upper Level Drawing and Painting, and Business of Communication Arts.

//SKILLS

Proficient in:

Adobe Photoshop, Adobe Illustrator, Google SketchUp, Traditional & Digital Drawing and Painting.

Working knowledge of:

HTML, CSS, 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 AAA games ensuring a top quality product reaches the market. Lead to a successful first submission approval by Microsoft and SCEA certification.

Freelance Designer & Illustrator // 2009 - Current

FALLS CHURCH, VIRGINIA

Supplied a range of services including logo design/branding, website design/coding, and video game preproduction assets for both local and web based clients.

Concept Artist // August 2009 - March 2010

Digital Flux Entertainment

Falls Church, Virginia

Provided preproduction assets for the indie game Epic Frontiers. Worked within a small team to help establish visual elements of the game world.

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 custom apparel branch of the company.

//HOBBIES

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