



Inka Schulz

CONCEPT ARTIST

inkasprout@gmail.com • www.penandinka.com • (941) 730-2599

CONCEPT ART EXPERIENCE

FEB 2022-PRESENT

CONCEPT ART OUTSOURCE SUPERVISOR, BLIZZARD, IRVINE/ALBANY (REMOTE)

As a key member of the Concept Supervision team, I not only oversaw external vendors but also actively contributed to the creative process:

- **Actively Designed:** Devoted daily time to creating concept art, designing cultures, characters, and additional elements specifically for Diablo IV. Also conceived various armor set concepts for the store team.
- **Vendor Management & Feedback:** Led and assembled a growing team of freelance artists, overseeing their concept submissions and providing detailed, constructive feedback and paintovers on vendor-submitted concept work.
- **Documentation Mastery:** Created detailed documentation including style guides, creative briefs, and reference images to support external vendors.
- **Quality Assurance & Coordination:** Managed the quality control process for all incoming art assets and coordinated closely with the outsource manager for scheduling, tracking, and review.
- **Cross-team Collaboration:** Supported both the 2D and 3D teams with extra armor variations, rectifying issues, and providing detailed orthographics.

JUNE 2021-SEPTEMBER 2021

CONCEPT ARTIST (FREELANCE), CREATIVE ASSEMBLY, UK

As part of the Art team, executed multiple character designs from thumbnail exploration to final concept sheet for the development on an unannounced AAA project.

- **Design Exploration:** Conducted in-depth research and thumbnail sketches to align with the art guide and game title.
- **Character Creation:** Developed and finalized character concept art, providing concept sheets for 3D Character Artists in production.

JAN 2021-FEB 2022

CONCEPT ARTIST/ILLUSTRATOR (FREELANCE), WIZARDS OF THE COAST, RENTON WA

Working with several art directors on multiple IP's, designed and illustrated works:

- **IP Integration:** Conceptualized designs to fit in intricate IP's and already-established settings.
- **Illustration:** Illustrated compositions and scenes for *Magic: The Gathering*.

MAY 2020-FEB 2021

CONCEPT ARTIST, ADEPT GAMES, RENTON WA

Progressed from intern to Associate within the Art team, playing a pivotal role in shaping the art direction for unannounced projects:

- **Design & Research:** Developed diverse visual concepts for species, characters, props, and armor, rooted in extensive research and cultural distinction.
- **Key Illustrations:** Illustrated several key illustrations for use in Menu screens and project presentations.
- **World-building:** Collaborated in creating a rich, immersive realm with original characters, props, and narratives, enhancing the title's depth.
- **Cross-team Collaboration:** Partnered with narrative designers for cohesive ideation and provided the UI team with essential 2D assets.

EDUCATION

MAY 2020

BACHELOR'S OF FINE ARTS, BFA, RINGLING COLLEGE OF ART Major: Illustration, Minor: Visual Development;
GPA: 3.84/4.0; Trustee Scholar President's List Freshman Year-Senior Year

EXHIBITIONS AND PUBLICATIONS

- PUBLICATION, SPECTRUM 25: THE BEST IN CONTEMPORARY ART
- EXHIBIT, A TRIBUTE TO 25 YEARS OF MAGIC: THE GATHERING, LIGHT GREY ART LAB, MINNEAPOLIS, MN 2018
- FINALIST, THE ROOKIES CONCEPT ART CONTEST, 2020

SKILLS

ADOBE PHOTOSHOP, ADOBE ILLUSTRATOR, ADOBE INDESIGN, ZBRUSH, KEYSHOT,
BLENDER, 3D COAT, MICROSOFT WORD, MICROSOFT EXCEL, KRITA

LANGUAGES

ENGLISH, GERMAN, FRENCH