



# Inka Schulz

CONCEPT ARTIST

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## CONCEPT ART EXPERIENCE

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FEB 2022-PRESENT

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

As part of the Concept Supervision team, oversaw and led a set of external vendors in creating assets and concept work.

- Created detailed documentation including style guides, creative briefs, and reference images to support external vendors.
- Owned the quality control over incoming art assets.
- Coordinated with the outsource manager to schedule and track incoming assets.
- Assembled and curated a growing team of freelance artists who report directly to me to oversee their concept submissions.
- Provided detailed feedback to a wide array of concept work submitted by vendors.
- Designed various armor set concepts for the store team
- Provided concept support to both the 2D and 3D teams in extra armor variations, fixing 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 of an unannounced AAA project:

- Conceptualized and executed original character concept art to create concept sheets used by 3D Character Artists in production
- Researched thoroughly and created thumbnails for exploration of designs to fit the given art guide and game title.

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:

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

MAY 2020-FEB 2021

### CONCEPT ARTIST, ADEPT GAMES, RENTON WA

As part of the Art team from intern to Associate, helped lead and define the initial direction of art style and voice for character and creature concepts of unannounced projects:

- Generated ideas and initial Visual Concepts of a wide range of species, characters, props and armor with unique cultural distinction based on large amounts of research and reference material
- Illustrated several key illustrations for use in Menu screens and presentation of the projects
- Helped build culture and worlds to create an immersive and highly connected realm of original characters, props and story-telling devices that pushed the title's breadth
- Communicated and worked directly with narrative designers to brainstorm ideas as a team and lead the ideation process to design with intent and cohesion
- Aided the UI team with 2D assets for use within the title(s)

## EDUCATION

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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

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- 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

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

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## LANGUAGES

ENGLISH, GERMAN, FRENCH