

MIKEY BLAHOSKY

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Los Angeles, CA.

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Hi! My name is Mikey Blahosky. I am a concept artist with a focus on character and creature design. I particularly enjoy working in fantastical settings, especially high fantasy and its adjacent genres. I am a storyteller, and one of my favorite things is being able to tell stories in just a design, be it through embroidery or scars.

I am proficient in Adobe Photoshop, Substance Painter, Premiere, After Effects, Autodesk Maya, Zbrush and Unreal Engine. I am also trained in traditional art mediums like watercolor, acrylic, charcoal and graphite.

EDUCATION

August 2020- May 2024

OTIS COLLEGE OF ART AND DESIGN- *DIGITAL MEDIA- GAME + ENTERTAINMENT DESIGN*

- Dean's List

EXPERIENCE

USC GAMES- *POTION PROBLEMS- ART DIRECTOR* June 2024- PRESENT

- Worked as Art Director to help build the visual look of the game as well as managing, giving guidance and critique to all other artists.
- Developed style guides and helped keep artists on track with the established style.

USC GAMES- *OASIS BLITZ- ART DIRECTOR* June 2023- May 2024

- Worked as Art Director to help build the visual look of the game as well as managing, giving guidance and critique to all other artists.
- Worked closely with the director and other team leads to create something that both looked good, and fell within our technological constraints (polygon count, performance, etc.)

OTIS COLLEGE OF ART AND DESIGN- *VARIOUS* May 2022- May 2024

- Classroom Assistant (Animal Drawing Fall 2022, USC Game Creative 2023 and Spring 2024)

USC GAMES- *VARIOUS- ARTIST* January 2022- December 2022

- Worked closely with USC to bring artwork to the developing game, *Manas* and *Social Moth*.
- Looked at current and historical pieces of Kyrgyz traditional dress to create characters at home in historical fantasy Kyrgyzstan, along with creatures for them to interact with.
- Preliminary animations and final assets, as well as light environment and prop concept.

MAMMOTH MOUNTAIN- *LIFT OPERATOR* November 2024- PRESENT

- Responsible for loading and unloading guests onto high speed chair lifts.
- Used to constant fast decision making to keep guests (and operators) safe.

WORLD MARKET- *SALES ASSOCIATE* November 2021- October 2024

- Cashier and stockroom employee.
- Originally hired seasonally, was selected from the seasonal pool to stay year-round.