

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- *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 director and other team leads to create something that both looked good, and fell within our technological constraints

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

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

USC GAMES-*MANAS- ARTIST* September 2022- December 2022

- Worked closely with USC to bring artwork to the developing game, *Manas*.
- 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.

USC GAMES-*SOCIAL MOTH- ARTIST* February 2022- May 2022

- Worked closely with USC to bring artwork to the developing game, *Social Moth*.
- Preliminary animations and final assets, as well as light environment and prop concept.

WORLD MARKET- *SALES ASSOCIATE* November 2021- PRESENT

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

PERFORMING ARTS EDUCATION CENTER- *THEATER TECHNICIAN* November 2017- March 2020

- Costume Designer, Head of Costumes, Costume Hand, Stagehand, Set Painting