



Virginia Campbell

Illustrator

Recent BFA grad illustrating for indie zines, board games, and small-press editorial. Strong on character work and storytelling thumbnails, with a steady freelance roster built during senior year. Looking for a junior staff role on a children's book or game art team.

CONTACT INFORMATION



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EDUCATION

BFA, Illustration, Rhode Island School of Design, 2023

Independent Study, Children's Book Narrative, RISD, 2022

KEY SKILLS

- Procreate and Photoshop
- Clip Studio Paint
- Ink and brush traditional media
- Character and prop design
- Color flattening and rendering
- Thumbnailing and storyboarding
- Basic InDesign layout
- Notion and Trello for art tracking

PROFESSIONAL EXPERIENCE

- **Junior Illustrator, Quillstack Games, Providence, RI**
2023 – Present
 - Produce card art, icons, and rulebook spot illustrations for two tabletop games funded on Kickstarter, including one campaign that raised \$84,000 from 1,400 backers
 - Turn art-director sketches into final color illustrations on a 5-day cycle, averaging 12 cards per sprint
 - Maintain the studio's reference and pose library in Notion so freelancers stay on style
 - Sit in on weekly art reviews and take notes on revisions across the contract pool
- **Illustration Intern, Tidemark Press, Providence, RI**
Summer 2022
 - Drafted spread thumbnails and character sketches for a debut picture book under the lead illustrator's direction
 - Cleaned and color-flattened roughly 40 inked spreads in Photoshop for a graphic novel reissue
 - Helped prep print-ready files and proofed pages against the printer's color guide