

WHITNEY M. DELAGLIO

OBJECTIVE

To create and design characters for video games, graphic novels, comic books, and/or other products.

EDUCATION

May 2007 Savannah College of Art and Design Savannah, GA
o Bachelor of Fine Arts in Sequential Art.
o Honors and Awards: Dean's List.

ARTISTIC SKILLS

- o Character Design and Development.
- o Penciling, Inking, and Coloring.
- o Computer Animation (2-D).
- o Digital Drawing and Coloring.
- o Writing (Fiction/Scripts) and Lettering.

COMPUTER SKILLS

- o Operating Systems and Languages: Windows and HTML.
- o Microsoft Programs: Power Point and Word.
- o Adobe Programs: Dreamweaver, Flash, Image Ready, Photoshop.

ADDITIONAL EXPERIENCE

- o Authored fictional short-story that was included in Artemis, SCAD's annual text anthology.
- o Created ten characters for a fighting game concept based on peer input of character profiles.
- o Penciled, inked, digitally colored, and lettered 14 comic pages for senior final project.
- o Developing the plot, characters, soundtrack, and battle system for a fantasy role-playing game.
- o Involved in several online play-by-post, text-based role-playing games with colleagues.
- o Created and illustrated several characters for said online play-by-post role-playing games.

EMPLOYMENT

2007-Present Target Gaithersburg, MD
Cashier/Cashier Trainer/Guest Services
o Trains new cashiers in the process of assisting our guests.
o Assists guests with purchases, exchanges and returns.
o Covers lunch breaks for the guest service team leaders.
o Performs inventory resupply of guest service materials.

INTERNSHIPS

2004 CSC Chantilly, VA
Graphic Designer
o Designed a Power Point training presentation for the EPA.
o Worked with staff in editing content and developing graphics.
o Met with managers to provide updates and obtain feedback.
o Attended meetings to discuss assignments and improvements.