CATHERINE SAMPLES

334 Lexington Rd, Richmond, VA, 23226
crsamples@hotmail.com | 571-839-2276
www.catherinesamples.com

TEACHING AND WORK EXPERIENCE

2018 – Present **Virginia Commonwealth University**
Instructor in Communication Arts Department

- Create and organize lesson plans and lectures based on experience and industry knowledge.
- Facilitate critical analysis of creative works at every stage of professional practice including teaching students how to analyze and develop language to engage constructively with their peers – then apply feedback to improve their own work.
- Apply workflow structure to help students develop processes with which to create and iterate on their art quickly and effectively.
- Identify weaknesses and strengths of each student – tailoring work for individuals to achieve the highest level of success based on their career goals.
- Engage and attend events with faculty to solicit feedback, discuss techniques, explore solutions to problems, and create to create continued personal improvement and growth.

Accomplishes of note:
- 5 + years of higher education teaching experience.
- Consistently one of highest rated & most in demand professors in department per student reviews and department recognition.
- Nominated by colleagues for a Dean's Award of excellence in diversity and inclusion.
- Representing women and LGBTQIA+ communities as an instructor.
- Concepted multiple industry focused classes including "Art for the Gaming industry".
- Received Deans Award research grant for partnering VCU with world class SciFi & Fantasy Art exhibition - IX Art Show.
- Successfully executed workshops and tabling representing VCU ComArts at IXArts Exhibition in PA – bringing students and faculty 3 years running.
- Consistently host multiple big name industry professionals to VCU each semester for student talks including Art Directors, Curators, Artists, Virtual Content Creators, and Game Developers.
- Founding member or IGDA (International Games Developer Association) Central Virginia Chapter.

2015 – Present **Independent Artist**
Freelance Fine Artist and Illustrator

- Manage commission work, gallery work, events, and clientele.
- Manage branding, logos, and promotional materials for self & events - this includes the creation of, and ongoing iteration on, digital art, logos, business cards, promotional fliers, etc.

2022 – Present **IGDA (International Game Developers Association)**
Founding member – IDGA Central Virginia
- Assist in planning, marketing, MCing and hosting events guest speakers from around the world!
- Promote and partner IGDA with VCU students, RVA Game Jams, and other local affiliates and business to support and connect artists, game developers, and producers.

2023 – Present **Mohawk Games**
Consulting

- Contributing to company art team meetings and critiques for iteration on future IP's.

EDUCATION & MENTORSHIPS

2022 **Scott M. Fischer – SmArt School – Art for Dungeons & Dragons**
Mentorship

- This 16-week small class included one on one guidance from Scott M. Fischer on projects, NDA industry knowledge, critiques, as well as lectures with Kate Irwin (Principal AD at WOTC) and Richard Whitters (AD at Larion studios).

2012 - 2015 **Virginia Commonwealth University, Richmond, Virginia**

Bachelor of Fine Arts - Graduated with Cum Laude honors and multiple scholarships
Major: Fine Art - Communication Arts

2014 - 2016 **Jeremy Wilson Art – Fantasy Illustrator for Dark Horse, WOTC**
Internship & Mentorship

- Work directly in artist Jeremy Wilson's studio space and assist with various administrative and art related tasks, including oil painting.
- Attend conventions and help with travel, packaging, set-up, breakdown, and sale of artworks.
- Photograph, edit, digitally touch up artwork before posting to social media and websites.

2015 - Present **TyRuben Ellingson – Concept Artist & Producer at ILM - VCU Cinema Department Chair**
Mentorship & Independent Study

AWARDS

Oct 2019 **Faculty Research Dean's Award**
Virginia Commonwealth University
Awarded to select faculty for outstanding creative/scholarly work and professional development. Awarded for partnership with IX Arts 2019.

May 2015 **Mallory Callan Scholarship**
VCU Department of Communication Arts
Nominated by Communication Arts Faculty for most promising upcoming Senior.

Feb-Aug 2015 **VMFA Fellowship Exhibition**
Virginia Museum of Fine Art
Chosen from all student and professional fellowship recipients to create a solo exhibition of work for the Virginia Museum of Fine Arts for an extended showing of 6 months.

Aug 2014 **IlluXcon 7 Scholarship**
Juried Scholarship competition for students around the world.

Feb 2014 **VMFA State Fellowship in Drawing**
Virginia Museum of Fine Art

May 2013 **Deans Award Scholarship in Art**
Scholarship for best portfolio submitted in the school of the VCUArts.

SHOWS

2022 **Curatiba Art Cafe** – Exhibition of fine art – Fredericksburg, VA
2022 **IX Arts** – tabling and workshops on Russian Constructive Figure - Reading, PA
2021 **IX Arts (IlluXcon)** – tabling and workshops on Figure & Ideation - Reading, PA
2019 **IlluXcon 12** – tabling and workshops on Figure Drawing - Reading, PA

2019	**Backdoor Gallery** – solo gallery show – Fredericksburg, VA
2017	**IlluXcon 10 Fantastic Art Exhibition** - Reading, PA
2016	**Backdoor Gallery** - solo gallery show - Fredericksburg, VA
2016-Present	**Backdoor Gallery** – 12 separate & continuing group shows - Fredericksburg, VA
2015	**Virginia Museum of Fine Art Exhibition** - 6-mo solo gallery show - Richmond, VA
2015	**Gallery 5** - Richmond, VA
2014	**Henry St Gallery** - Richmond, VA