

# Max Rayshich

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**Current Residence:** Pittsburgh, PA  
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## Qualifications

- Developed independent card game project
  - Experience in designing character and environment art for tabletop games, card games, and roleplaying game supplements
  - Formal education in traditional art, such as drawing and painting
  - Several years of experience using Photoshop for concept art, storyboarding, and cartooning
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## Education

**2018-2021 - BA (candidate) in Studio Art, University of Pittsburgh, Pittsburgh, PA (expected graduation: April 2021)**

**2016-2018 - University of Pittsburgh at Greensburg, Greensburg, PA**

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## Experience / Projects

**[Big Boy Throwdown](#)** - Creator, Lead Artist

Game Project -- SPRING 2016 - CURRENT

Independent card game project with surreal, comical characters.

- **Creator** - had a major part in designing the game's mechanics and dozens of unique card effects, as well as all revisions and stat balancing, effect descriptions, etc.
- **Lead Artist** - designed visual format for all original game assets, including cards, rules booklet, and optional print-out tokens. Designed all character / event designs for each of the 100 included cards in the first deck, and will be in the same position for foreseeable future decks.

**[Hill Horrors](#)** - Creator, Writer, Actor, Lead Director, Executive Producer, Editor, Animator, Soundtrack

YouTube Series -- SPRING 2018 - CURRENT

Independent online video series - a satirical, low-budget reimagining of cryptid and conspiracy-centric reality television shows like *Mountain Monsters* and *Finding Bigfoot*.

**[Vibrant Media Lab](#)** ([vml.pitt.edu](http://vml.pitt.edu)) - Lab Artist

Professional Game Development Team NOVEMBER 2018 - DECEMBER 2019,  
UNIVERSITY OF PITTSBURGH

Worked as a part-time illustrator and graphic designer for cards and printed graphics for tabletop-and-video hybrid games for the Magnavox Odyssey game system, as well as open-source board game projects by the

lab. Designed card art, templates, and promotional art including text design and digital painting.

### Projects:

- **Bathysphere** - Magnavox Odyssey card game with deep sea exploration theme. Lead Artist -- designed all card art depicting realistic sea creatures, a coral reef, different levels of ocean depth, and the bathysphere itself.
- **Archipelago** - Open-source board game inspired by Milton Bradley's original game *Fireball Island*. Lead artist - designed all card art depicting jungle scenes, abstract/general illustrations of game effects and items, and other island elements like treasure chests and fallen trees.
- **Et Tu, Brute?** - Magnavox Odyssey card game with ancient Roman Senate theme. Artist - designed card art depicting stylized text and minimalistic symbols to represent in-game character roles, as well as accompanying strip showing minimalist designs to designate different areas in ancient Rome.
- **Happy House** - Magnavox Odyssey game based on the original Odyssey game *Haunted House*. Artist - reproduced card art based on original game's designs, as well as accompanying strip with stylized illustrations of foliage and haunted yard terrain.
- **Miscellaneous** - Lab Artist - designed several generic templates for cards in General, Western and Sci-Fi themes.

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## Skills

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- **Software:** Adobe Photoshop CS6, Adobe Photoshop CC, Sony Vegas, PreSonus Studio One, Google Sheets / Microsoft Excel, Google Docs / Microsoft Office
  - **Art:** drawing (traditional/digital), painting (traditional/digital), sculpture, woodcutting, intaglio, photography, video
  - **Film:** Direction, screenwriting, acting, voice over, costume and set design, soundtrack composition
  - **Music:** composition, songwriting
    - Musicianship: *Vocal, Guitar, Bass Guitar, Keyboard, Electronic Synthesizer, Drum Machine*
    - Interfaces: *PreSonus Studio One, Stagelight, GarageBand*

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## Interests

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Playing / writing music, drawing, painting, messing with Photoshop. I also play video games and tabletop roleplaying games with friends. I am also interested in sound engineering and voice acting.