



# MICHELLE WANG

## Concept Art & Illustration

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[HTTPS://AIKOIJIN-PORTFOLIO.WEBFLOW.IO/](https://AIKOIJIN-PORTFOLIO.WEBFLOW.IO/)

## EDUCATION

**University of California, Santa Cruz**

B.A. Game Design & Playable Media, Grad. June 2024

## EXPERIENCE

### Godslayers | Co-Producer & Art Director

Santa Cruz, California

Jan 2024 - Present

- Established and maintained the vision, scope, and schedule for Godslayers using Miro, Asana, and Discord.
- Collaborated closely with other art, tech, design, and production teams to ensure the smooth development of quality products.
- Created 2D assets, such as VFX animations, HUD overlay, concept art for enemy design, etc.
- Assisted in character development, narrative, environments, and world-building.
- Developed art style guides for characters, environment, props, and animations for the art and design team.

### Shabti | Concept Art/2D Artist

Santa Cruz, California

Dec 2023 - Jan 2024

- Worked closely with the Art Director to execute the artistic vision of the game and provide quality assets.
- Created early to finished concepts for assets ranging from weapons, environments, characters, UI, and more.
- Provided detailed guides that inform 3D modelers on construction, material, size, and color of concept.
- Communicated with other departments to ensure that concept art is feasible and achievable within the game's technical constraints.

### Starstruck | Game Developer & Concept Artist

Santa Cruz, California

Nov 2023 - Dec 2023

- Created 2D assets, such as level design, character design, backgrounds for Level 3 and cinematic animations.
- Assisted in establishing the vision, scope, and schedule for Starstruck using Miro and Discord.
- Created detailed art documentation and art style guides for our verse-jumping game.

### 9-Tales | Game Developer & Concept Artist

Santa Cruz, California

Oct 2023 - Nov 2023

- Completed three-week independent solo project as a part of our anthology game focused around the theme of the idea of "Cat with 9 tails/lives".
- Created 2D assets, such as level design, character design, backgrounds, animations, and HUD overlays.

### Surgat | Concept Artist & 3D Modeler

Santa Cruz, California

Mar 2023 - Jun 2023

- Created multiple character concepts for protagonist that later got scrapped due to first-person gameplay.
- Created 3D assets for gun design and provide support for 3D/VFX artists.

## SKILLS

Concept Art  
Weapon Design  
Character Design  
Texture Painting  
Model Sheets  
3D Character Art  
2D Animation

## SOFTWARE

Adobe Photoshop  
Adobe After Effects  
Blender  
Substance Painter  
Asana  
Miro  
Airtable