Michelle Wang | Concept Art & Illustration

michellewang3352@gmail.com | **Portfolio:** https://aikoijin.github.io/portfolio/

Projects

Godslayers   Santa Cruz, CA
Co-Producer & Art Director   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 that adhered to our anime style for the game.
- Created stylized 2D assets, such as title/credit screen, VFX animations, UI/HUD overlay, enemy design/animations, etc and adapted the artwork based on feedback from players.
- Helped set standards and solve problems in the pipeline so assets could be created more efficiently.
- Provided artistic and technical direction for characters, environment, props, and animations for the art and design team.
- **Link:** Play Godslayers on Itch.io | **Password:** 171

Shabti   Santa Cruz, CA
Concept Artist/2D Artist   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.
- **Link:** Play Shabti on Itch.io

Starstruck   Santa Cruz, CA
Game Developer & Concept Artist   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.
- **Link:** Play Starstruck on Itch.io

9-Tales   Santa Cruz, CA
Game Developer & Concept Artist   Oct 2023 - Nov 2023
- Completed a 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.
- **Link:** Play 9-Tales on Itch.io

Surgat   Santa Cruz, CA
Concept Artist & 3D Modeler   Mar 2023 - June 2023
- Created multiple character concepts for the protagonist that later got scrapped due to first-person gameplay.
- Created 3D assets for gun design and provided support for 3D/VFX artists.
- **Link:** Play Surgat on Itch.io

Skills: Concept Art, Weapon Design, Character Design, Texture Painting, Model Sheets, 3D Character Art, and 2D Animation
Software: Adobe Photoshop, Adobe After Effects, Blender, Substance Painter, Asana, Miro, Airtable, and Discord

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Education

UNIVERSITY OF CALIFORNIA, SANTA CRUZ   Santa Cruz, CA
B.A. Game Design and Playable Media. GPA 3.88/4.00   September 2021 - Present