

# Melissa Cavalcante Assolari

## middlepot.com

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 Mogi das Cruzes, SP Brazil



### web design



### digital drawing



### graphic design



### collaging



### game design



### needle felting



### sewing



### embroidery



### photography



### compositing



 portuguese	( native )
 english	( fluent )
 spanish	( basic )
 italian	( basic )
 japanese	( beginner )

I am a passionate artist, crafter and designer. My career objectives include improving myself within my abilities and inspire others to pursue their dreams, with a kind heart.

With the intentions of spreading a warm and comforting feeling through my work, I always make use of cute and nostalgic visuals. It is what I love, and how I show my love to the world.

I am particularly focused in growing the **poofties** brand, dedicating full time working on the related projects by creating new content while expanding my learnings. However, it's a great pleasure to also work on commissions and other people's projects, as long as I have freedom to be imaginative and show my skills, authentically.

### Bachelor of Information Technology in Game Design and Development

january 2015 - june 2018 in São Paulo, SP

Curso de Jogos Digitais no Centro Universitário das Faculdades Metropolitanas Unidas ( FMU )

Studied game development, ludology, script writing, character design, digital art, programming, gamification, level design, project management and branding.



### business owner ( since 2018 )

Owner of the "poofties" brand and its store, "shy bunny". Makes handmade items using crafting techniques and draws illustrations that are printed as stationery goods.

### freelance web designer ( since 2018 )

Design and arrange unique website layouts, using HTML, CSS and Javascript. Experienced with both static web pages and platforms such as Github, Neocities, Tumblr, Blogger and Carrd.

### commission artist ( since 2020 )

Makes commissioned artworks or graphics for clients using drawing, painting and photography editing techniques on Photoshop CS6.

### indie game developer ( since 2015 )

Character designer, artist, writer, composer and programmer for multiple game projects related to the "poofties" brand. Works with both PC and mobile platforms, experienced with HTML5 and the outdated Flash.

