



Michael Shillingburg

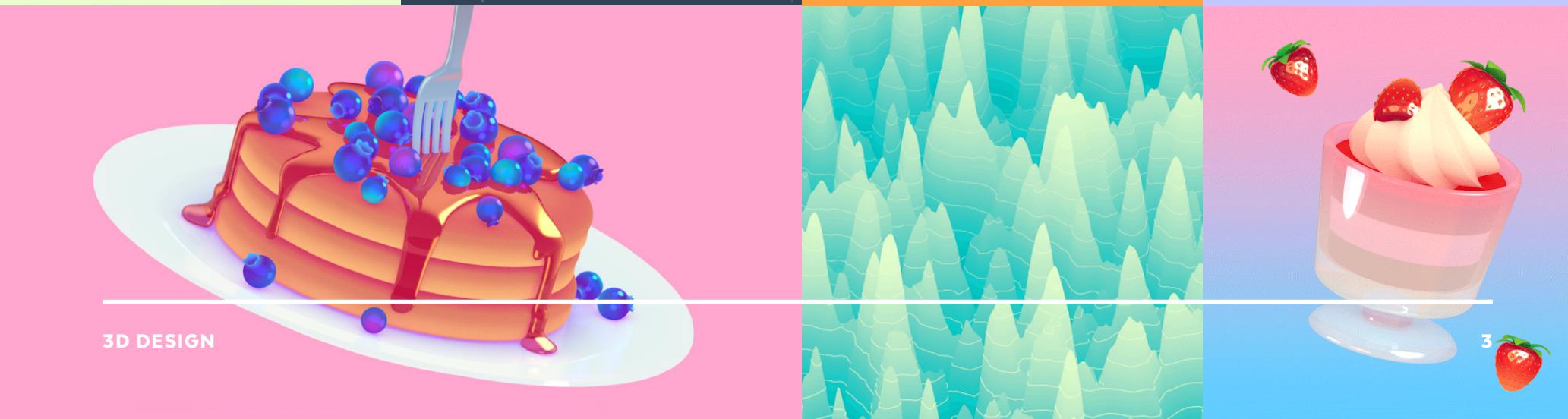
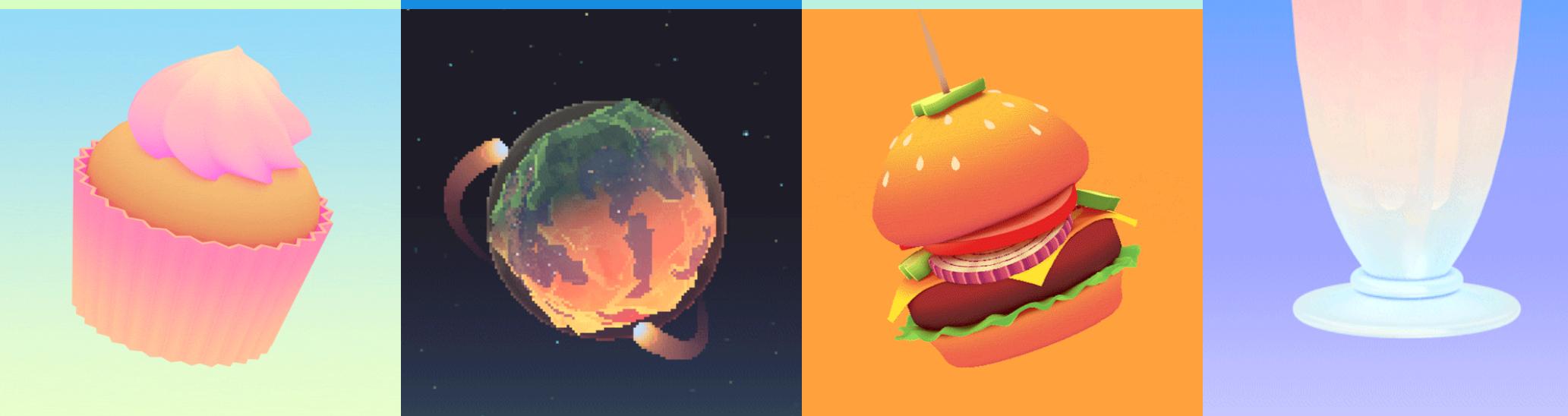
michaelshillingburg@gmail.com shillingburg.co



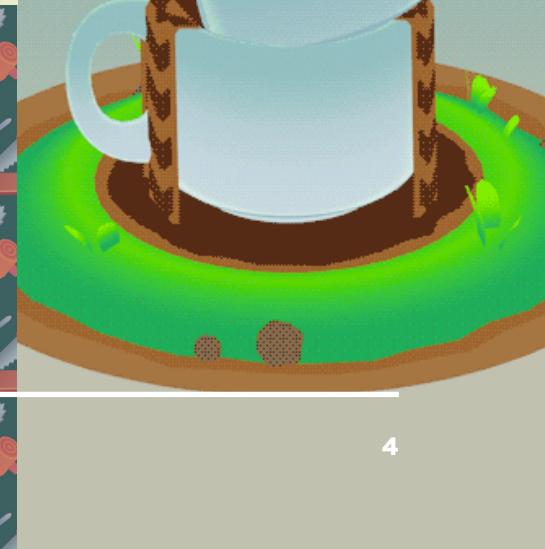
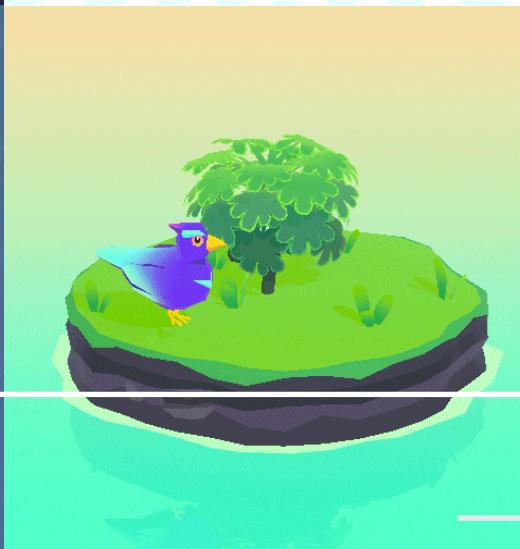
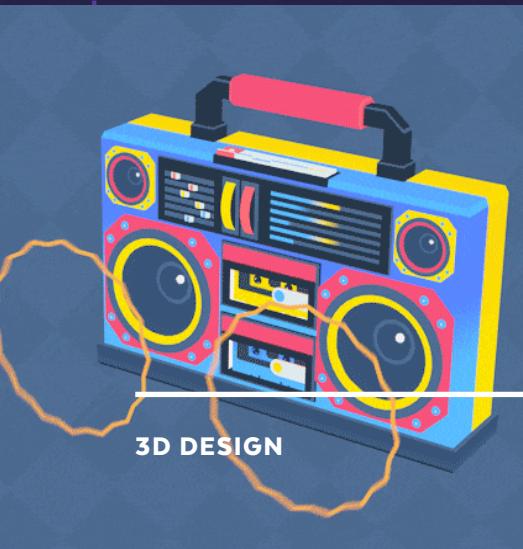
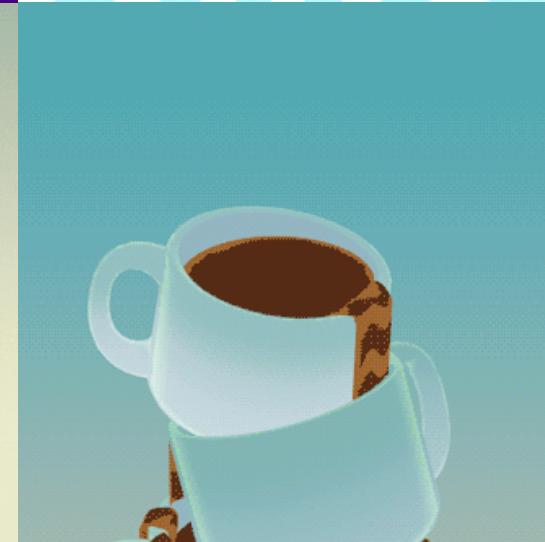
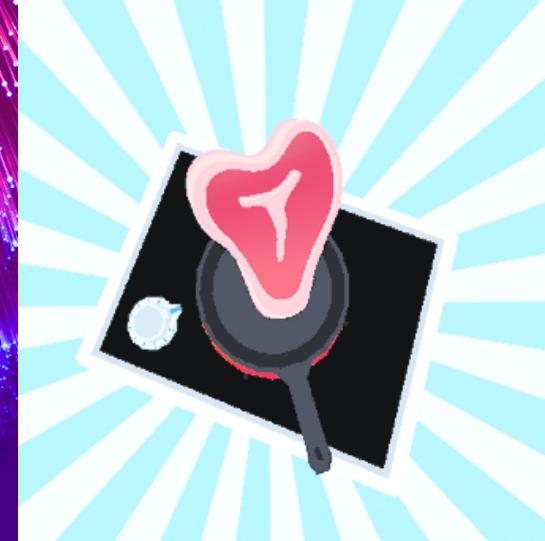
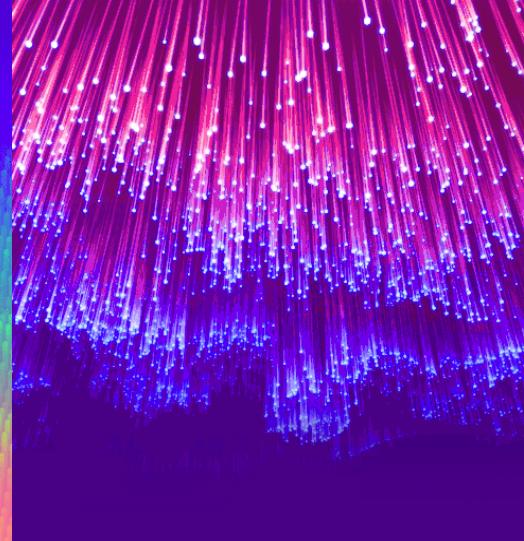
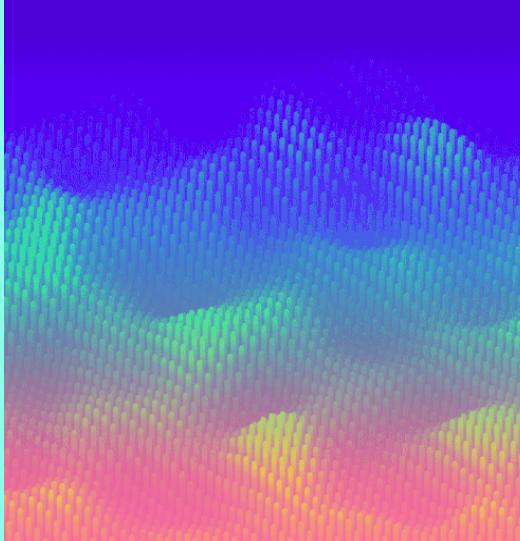
Hi! I'm Michael. I'm a graphic designer who specializes in motion graphics, interaction design, and 3D illustration. I also make small video games.

With my work I try to incorporate a vast array of technical skills, using 3D illustration, motion, vector, programming and raster imagery interchangeably. My personal work largely consists of looping GIF animations and small scale video games.

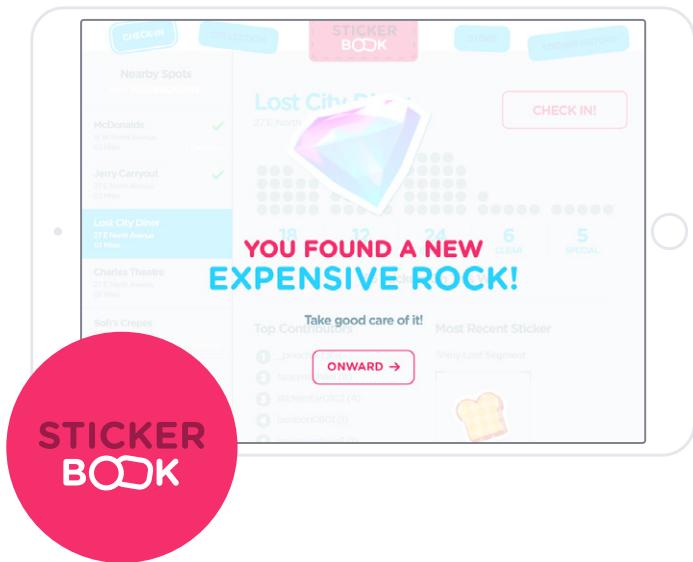
I like to make things about [coffee](#), [fine art](#), [consumption](#), and more.



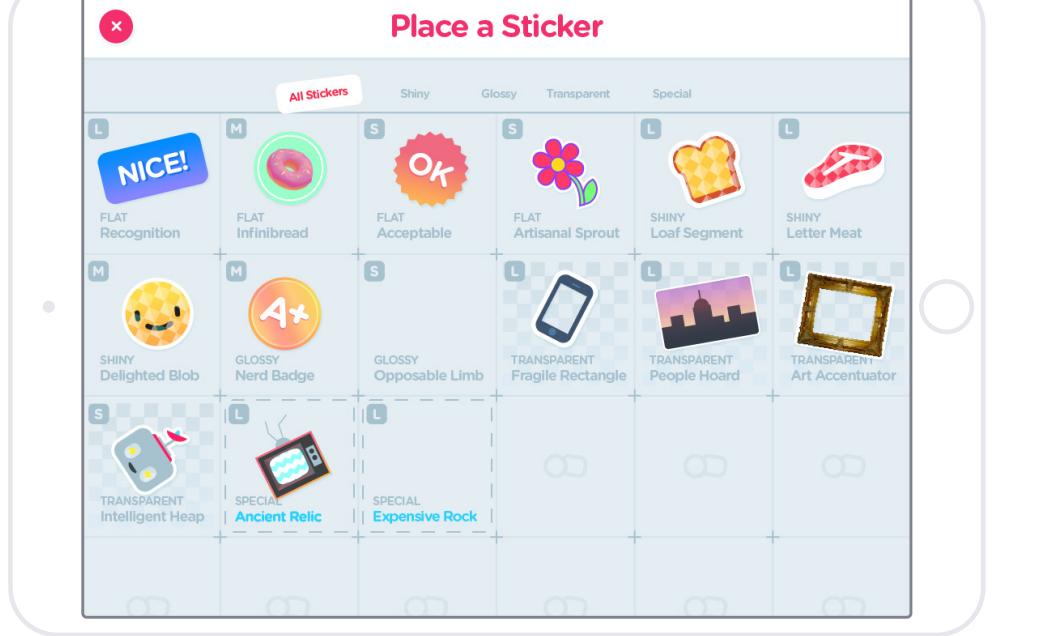
3D DESIGN



3D DESIGN



**STICKER
BOOK**



iPAD APPLICATION CONCEPT

An iPad & iPhone application about collecting stickers! Using Foursquare, users can check in at thousands of locations to earn stickers. These stickers can then be collected and posted on virtual “walls” at each check-in spot.

Every 3 days, stickers on the top layer will begin to peel off. Users can then remove old stickers from the wall, refurbish them and use them again! Each sticker carries with it a history of where it has been in the world. Try to collect as many as you can!

[VIMEO](#)

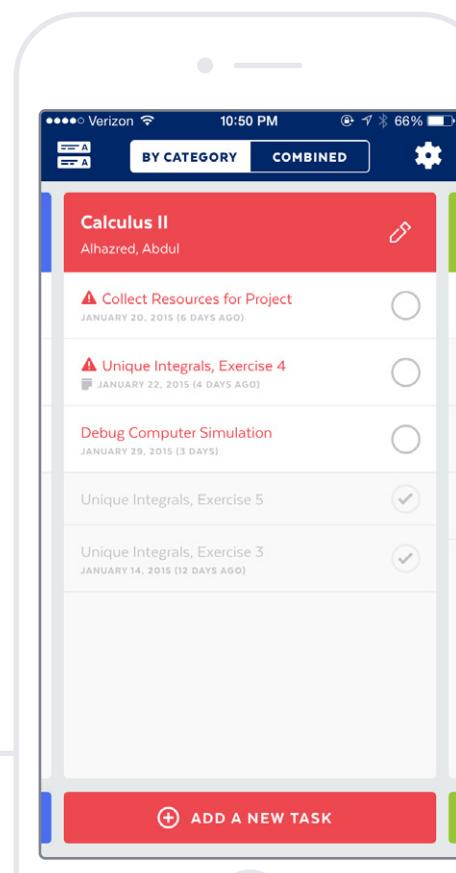
[APP DESIGN](#)





THE BOOK OF RELATIVE ASTROLOGY

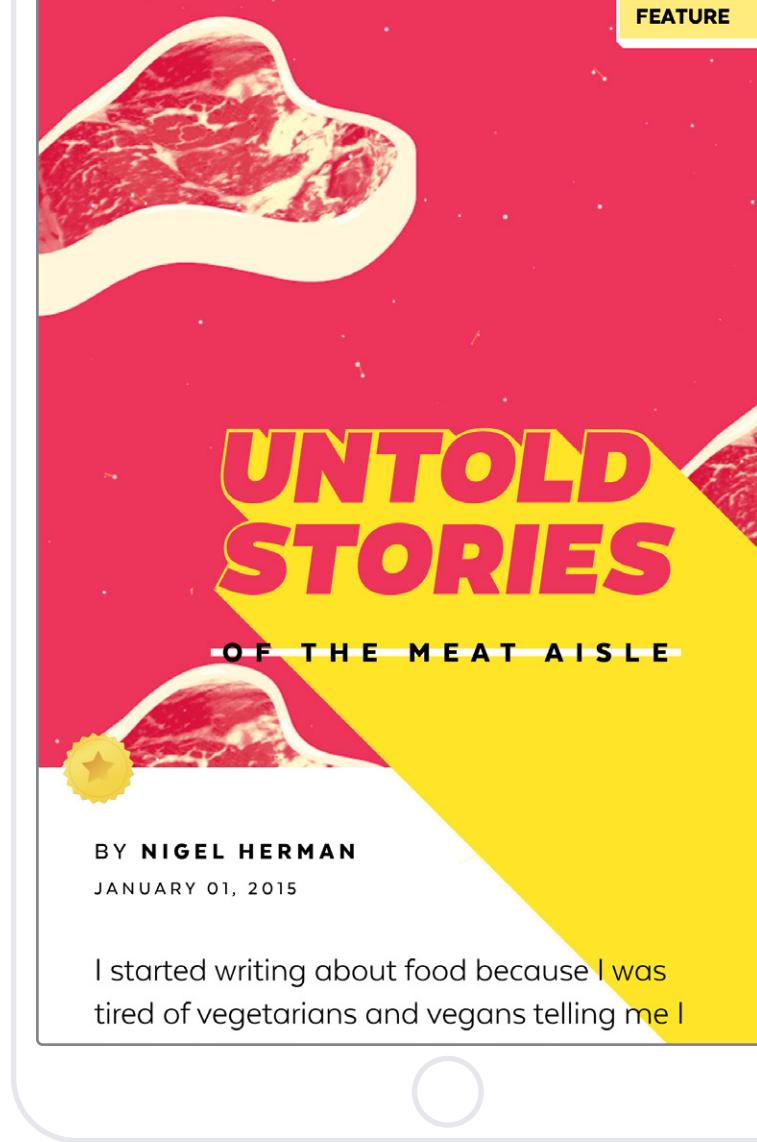
An iPad publication designed to showcase 12 photographs of people within each zodiac sign. Each page features information about the person as well the item they selected that best suits their sign.



APP DESIGN

USD INSIGHT

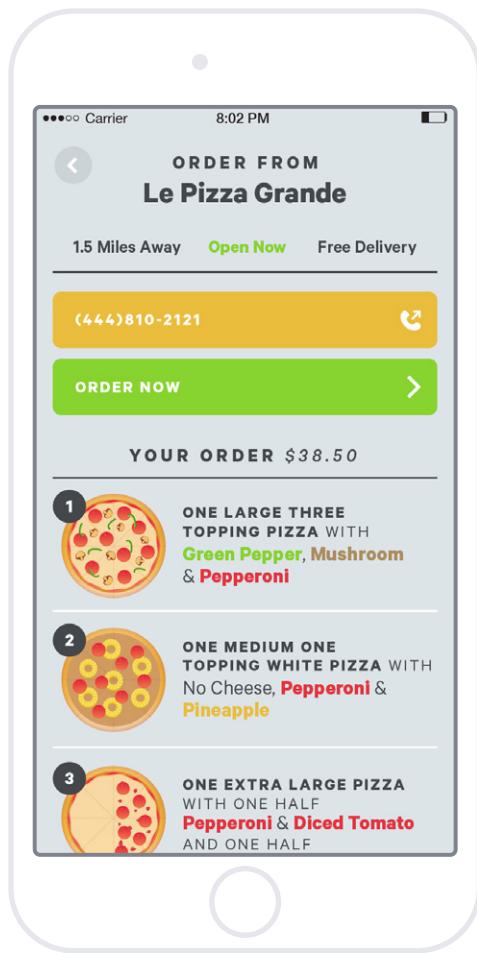
A native iPhone application for students to track and manage their assignments and general tasks. Tasks can be easily sorted into categories you create or ones generated from your class schedule.



THE POUND

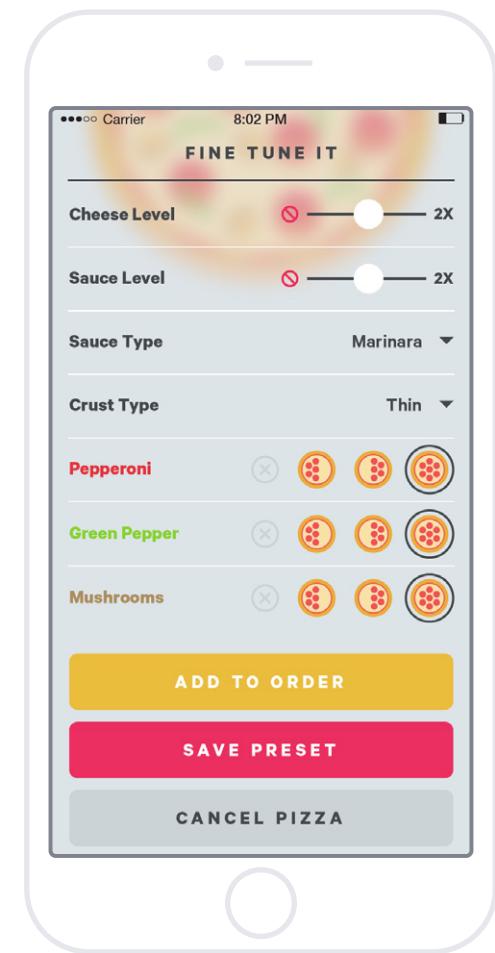
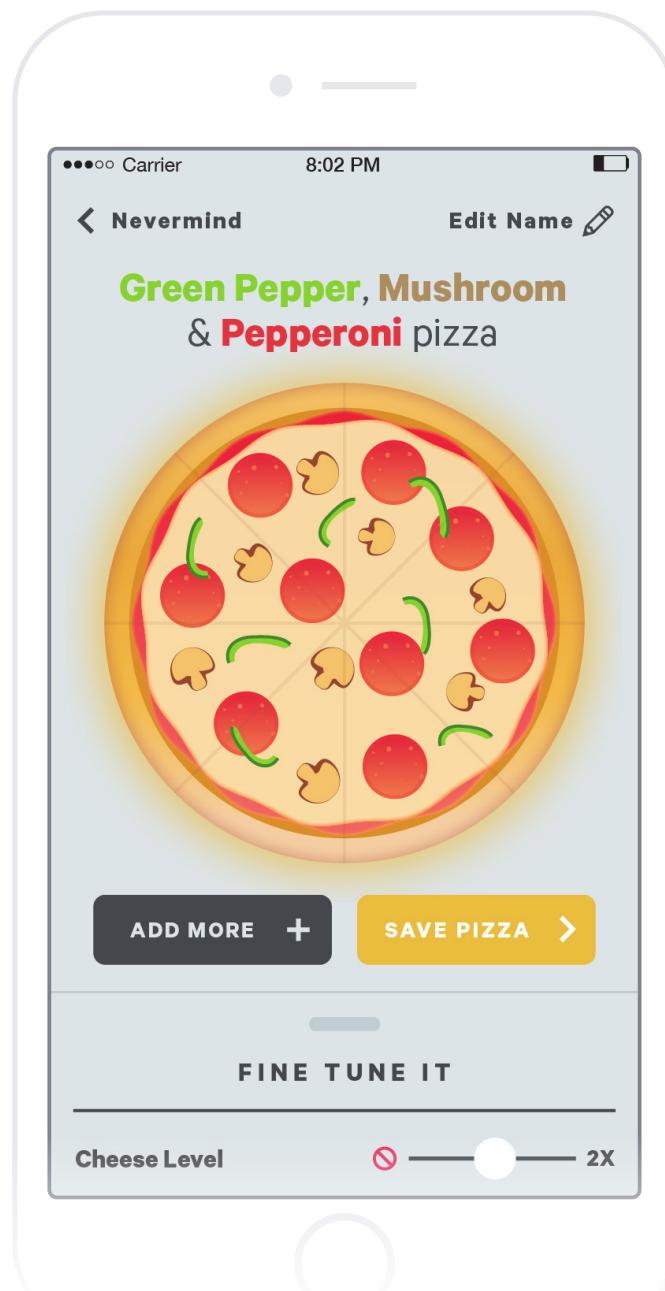
A publication about meat and all things meat related! It features coverage of all the latest meat controversies and delivers them in an elegant and animated fashion.

PIZZA BUILDER ▾



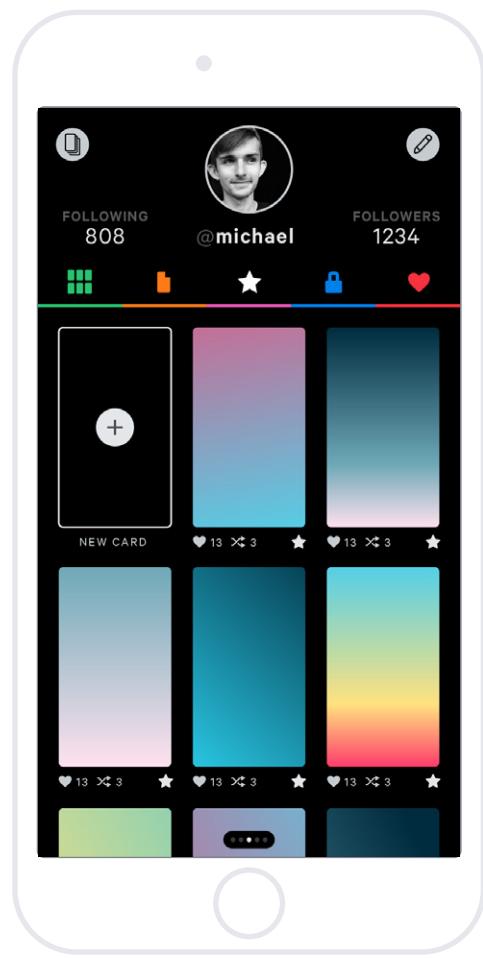
PIZZA PERFECT

Pizza Perfect is an app concept designed to reverse the process of ordering a pizza. Users build the exact pizza they want, and Pizza Perfect finds nearby restaurants that can craft it.



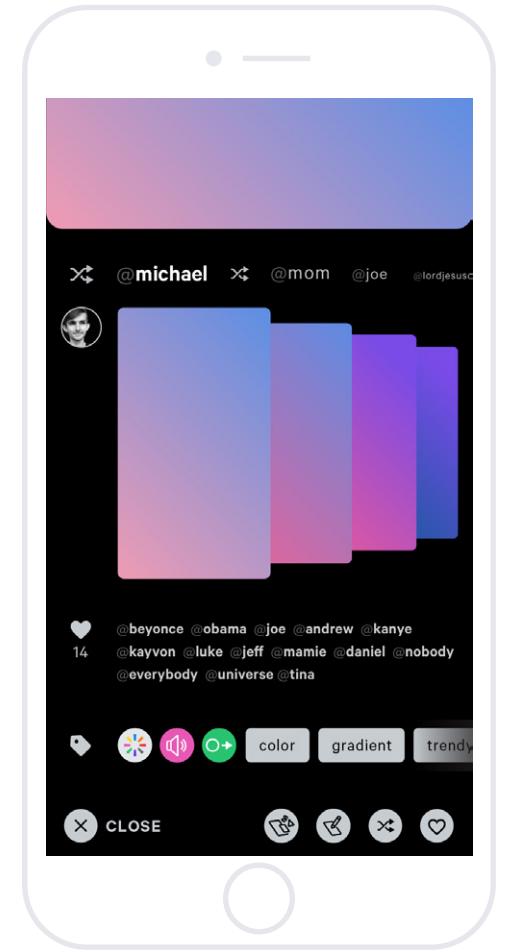
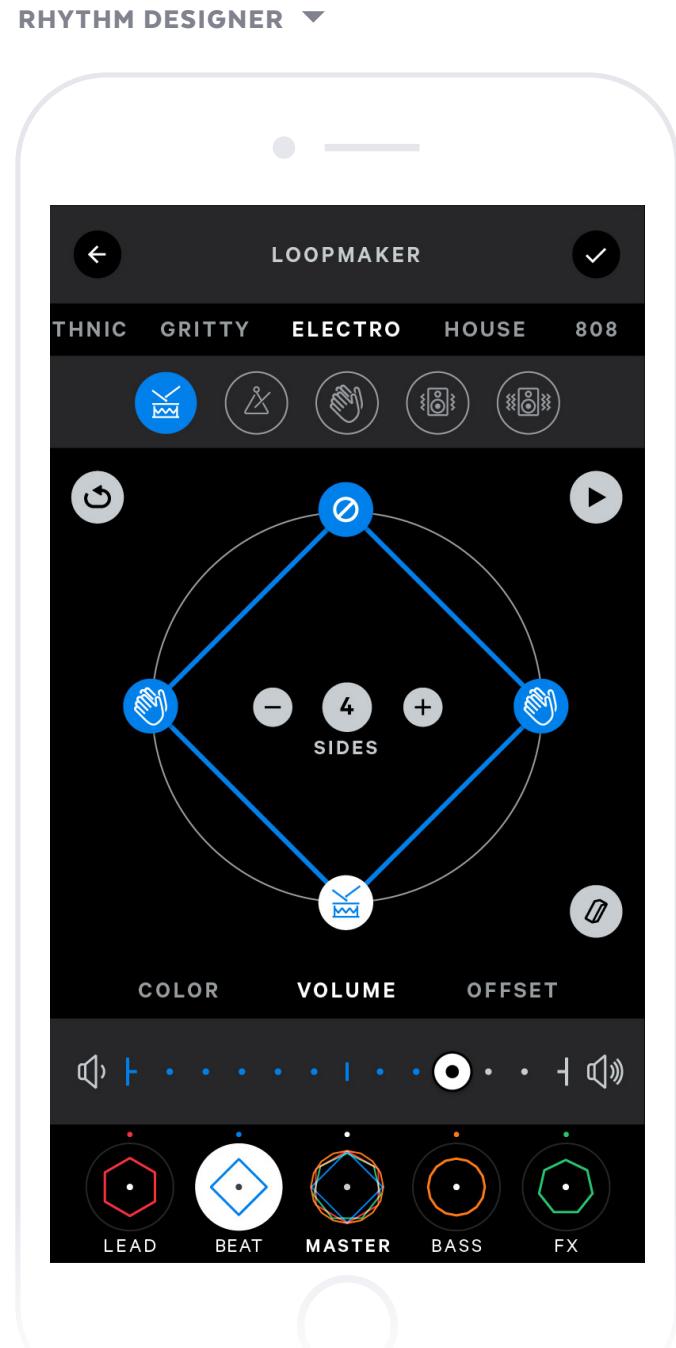
FINE TUNER

Tweak your pizza's sauce, cheese, bread, and topping amounts within the Pizza Editor.



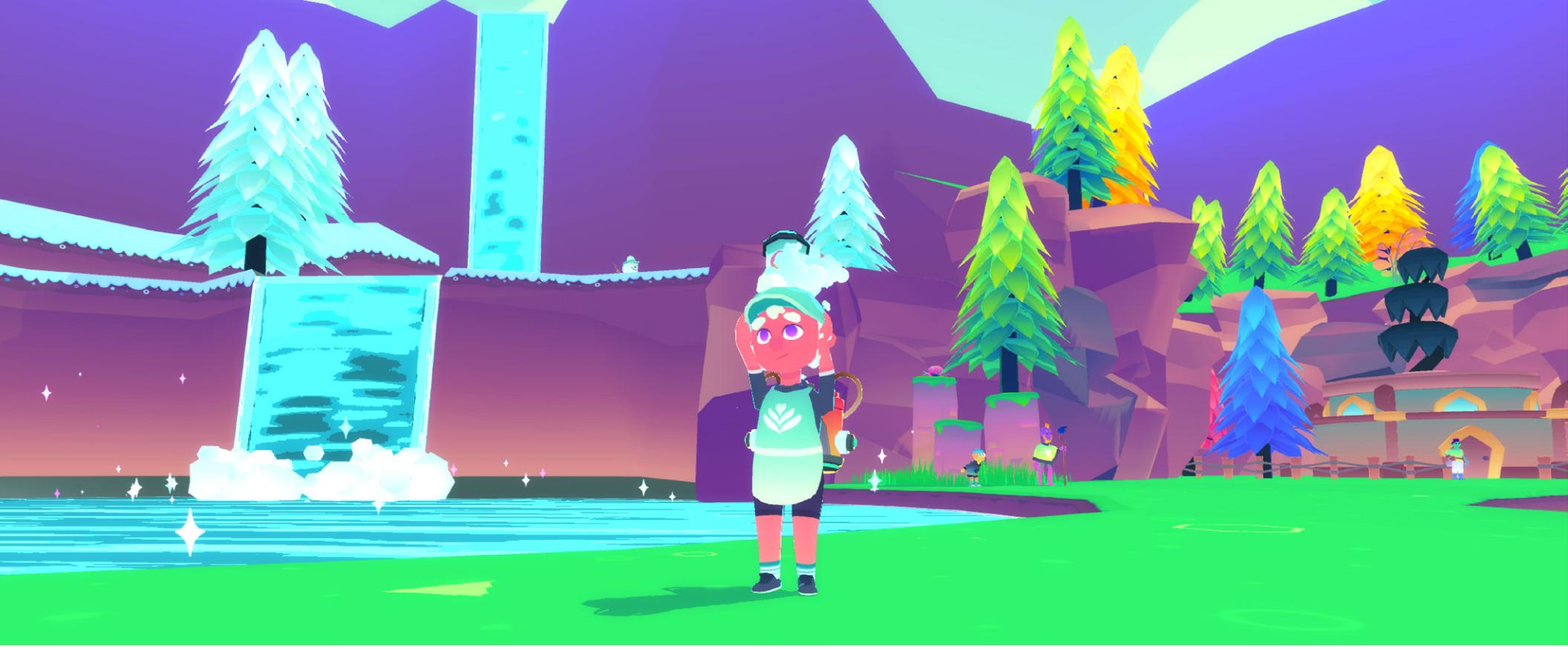
UNIVERSE

Universe is an iOS app designed for interactive content creation entirely on-device through the use of screen sized cards. These cards hold interactive elements triggered by touch or phone sensors, and can control the object movement or even your Hue lights.



LEAVING A TRAIL

Universe allows users to remix the creations of other users, adding and changing elements to personalize for themselves. These changes can be traced back to the original card.

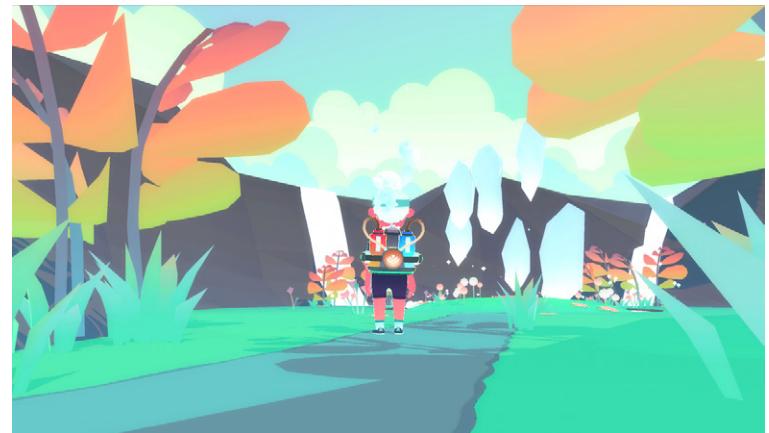


ART DIRECTION, GAME DESIGN & DEVELOPMENT

Caffeine is a video game about coffee, making coffee, and exploring a world made of coffee where its grounds have special properties. You play as Steeper, a young barista with a drink-crafting backpack, on a journey to bring more business to your Café.

DEV BLOG

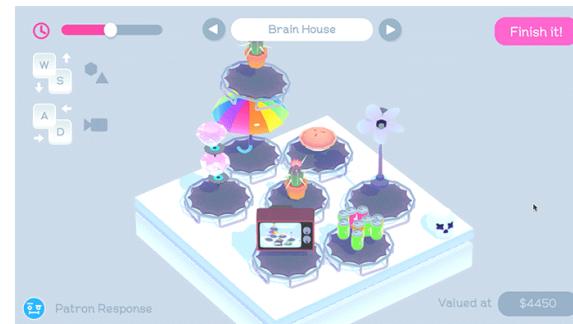
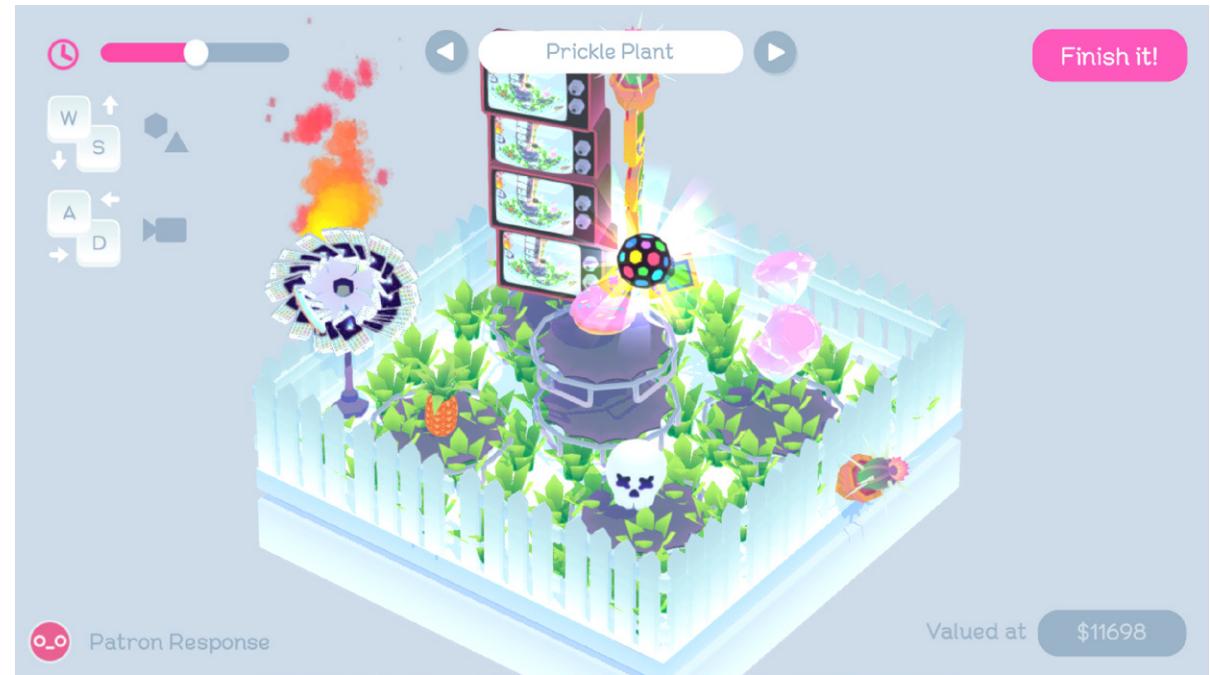
GAME DESIGN: CAFFEINE





FINE ART FOR EVERYONE

A small sandbox game about creating fine art sculptures worth thousands of dollars. Choose from 40 different objects and assemble them into animated heaps in order to impress the museum patrons and increase the value of your sculpture. Items include disco balls, trampolines, televisions, sawblades, and diamonds.



REFS



UNIVERSE



Sawtooth

COFFEE & LOUNGE



BRANDING & COLLATERAL DESIGN

Branding and collateral design for a coffee shop themed around 1980's synth music. Drinks are named according to the type of wave they most resemble, like square, triangle, and sawtooth. All images shown are 3D renders created by myself.





BRAND DEVELOPMENT: SAWTOOTH