



# ***Michael Shillingburg***

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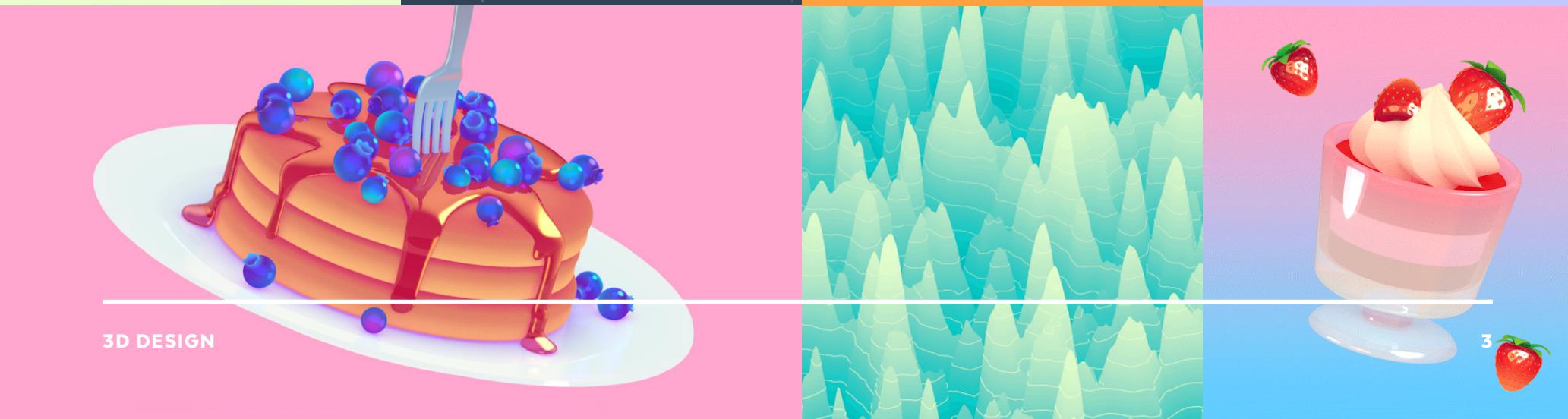
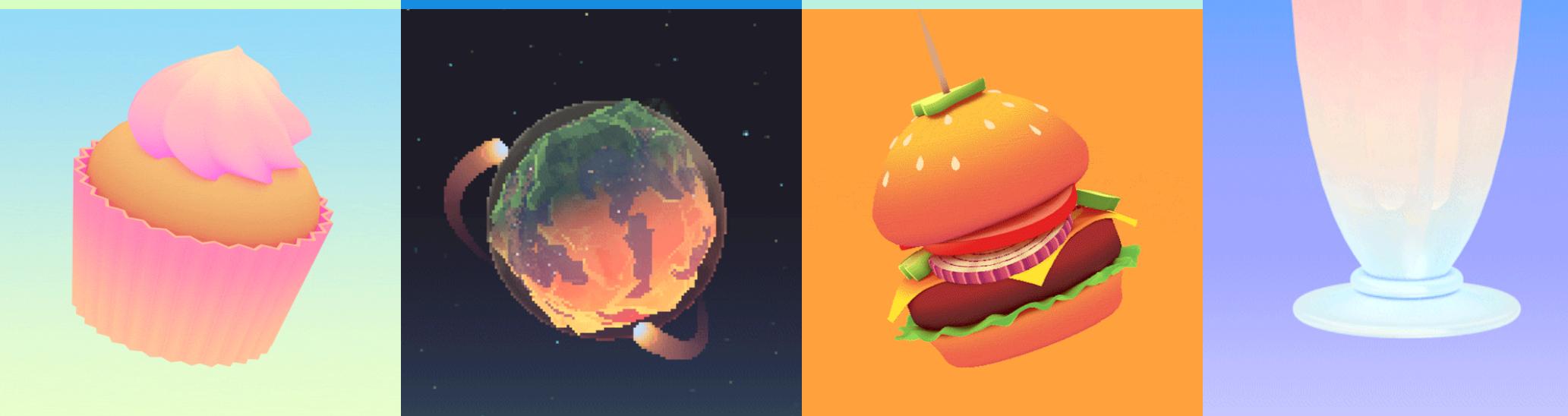
michaelshillingburg@gmail.com shillingburg.co



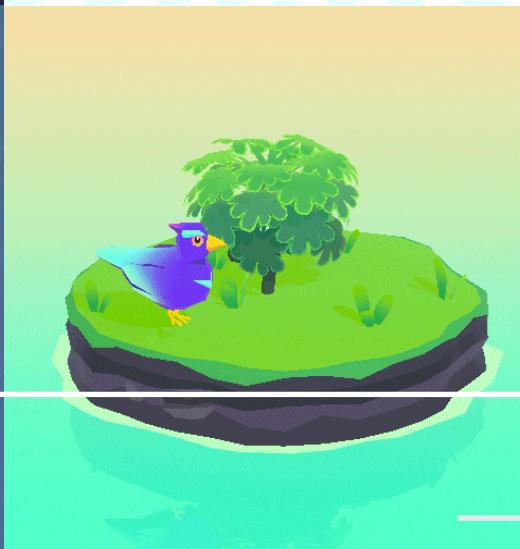
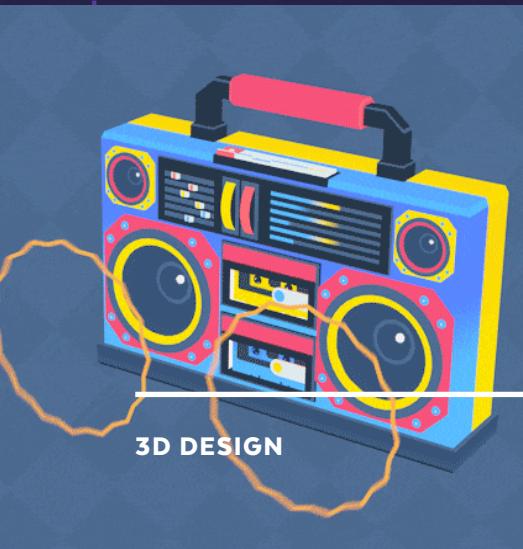
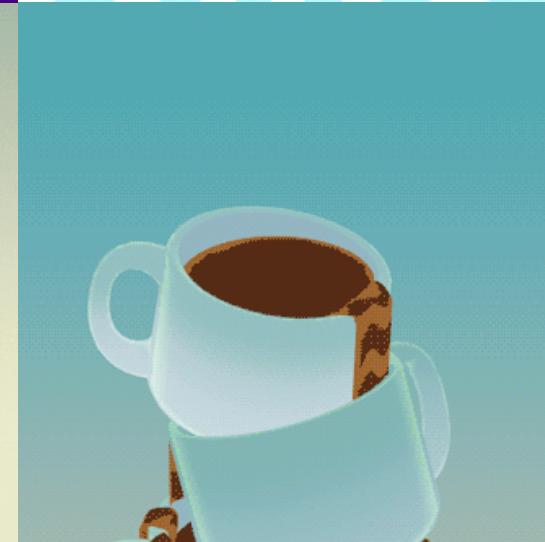
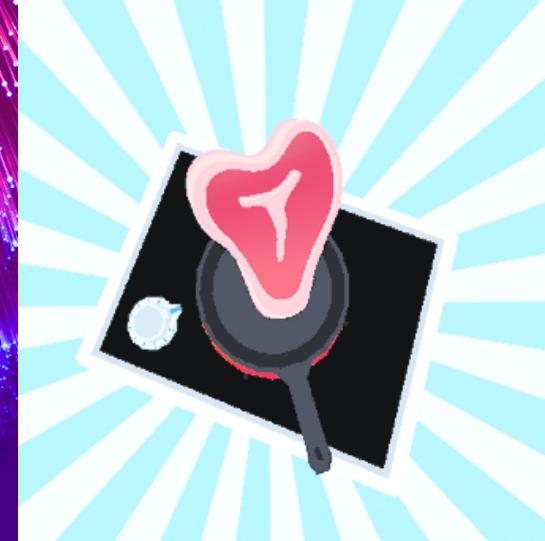
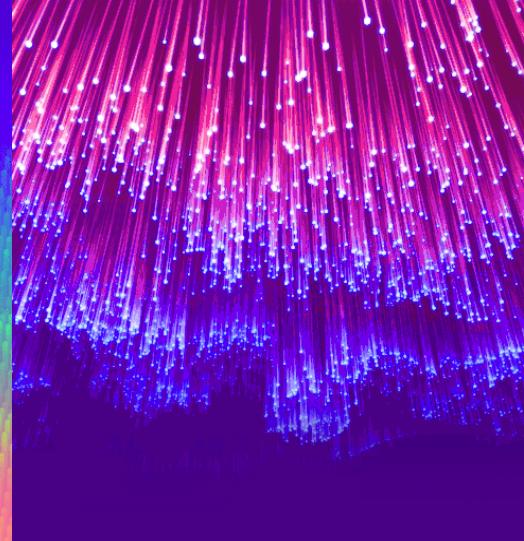
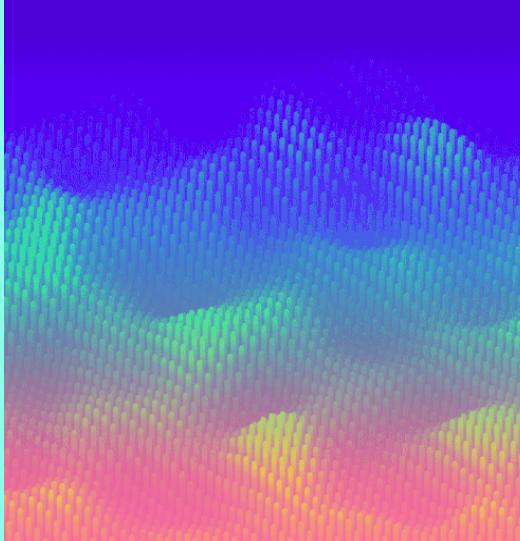
Hi! I'm Michael. I'm a graphic designer who specializes in motion graphics, interaction design, and 3D illustration. I also make small video games.

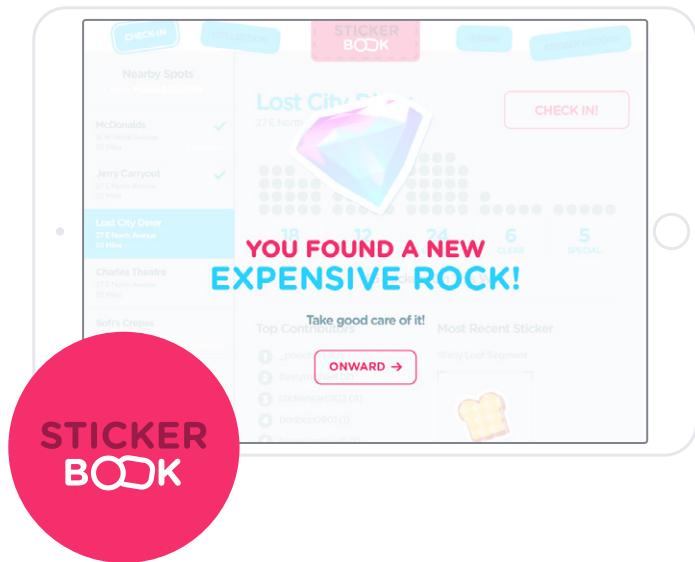
With my work I try to incorporate a vast array of technical skills, using 3D illustration, motion, vector, programming and raster imagery interchangeably. My personal work largely consists of looping GIF animations and small scale video games.

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

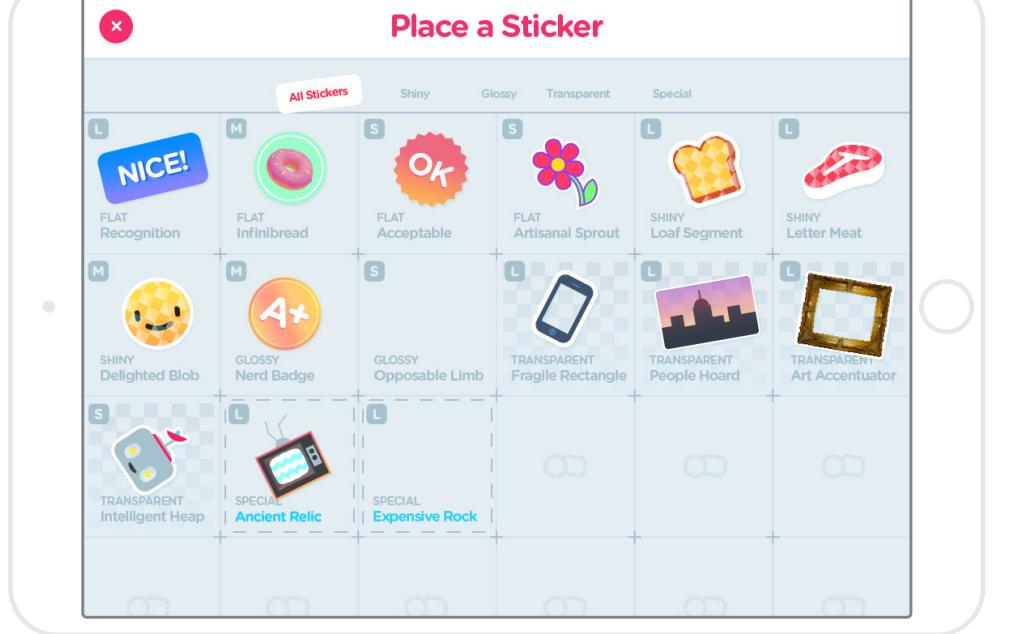


3D DESIGN





**STICKER  
BOOK**



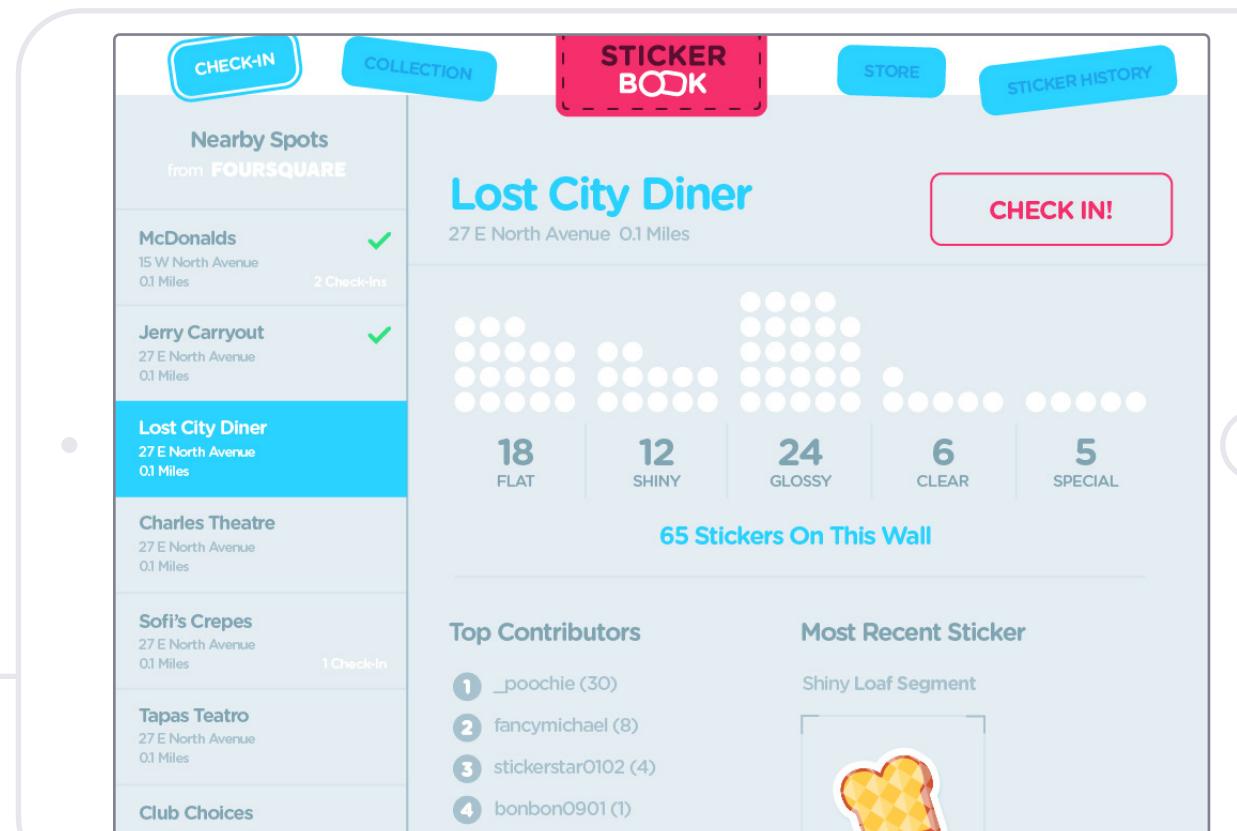
## iPAD APPLICATION CONCEPT

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](#)





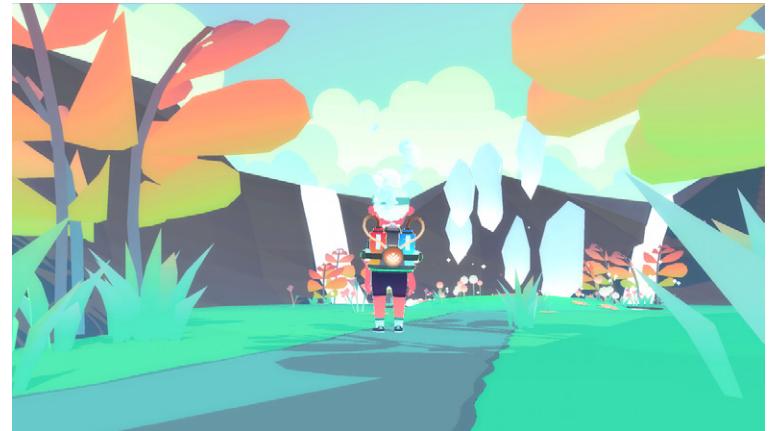
#### ART DIRECTION, GAME DESIGN & DEVELOPMENT

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

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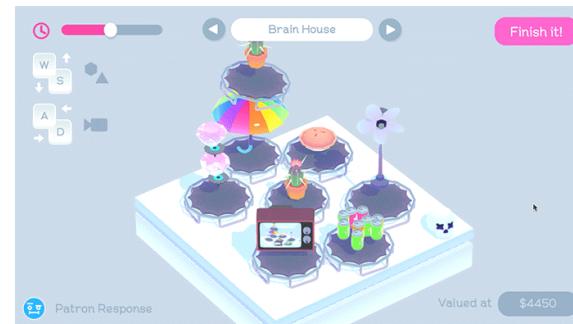
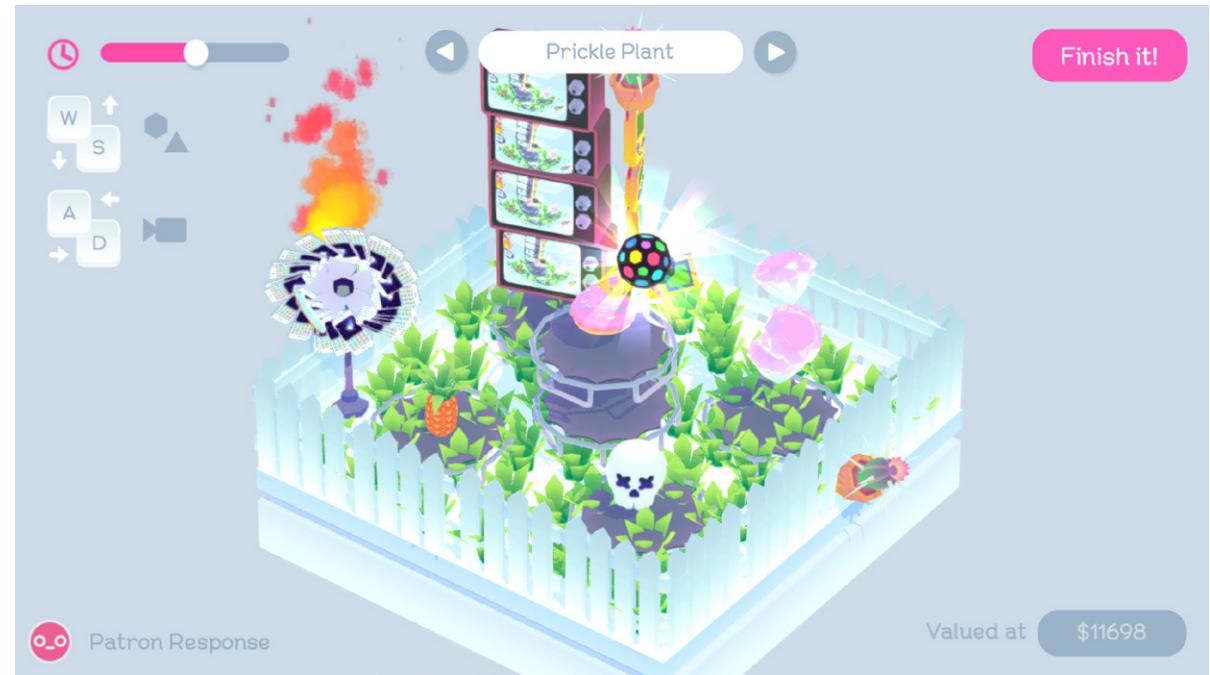
#### GAME DESIGN: CAFFEINE





## FINE ART FOR EVERYONE

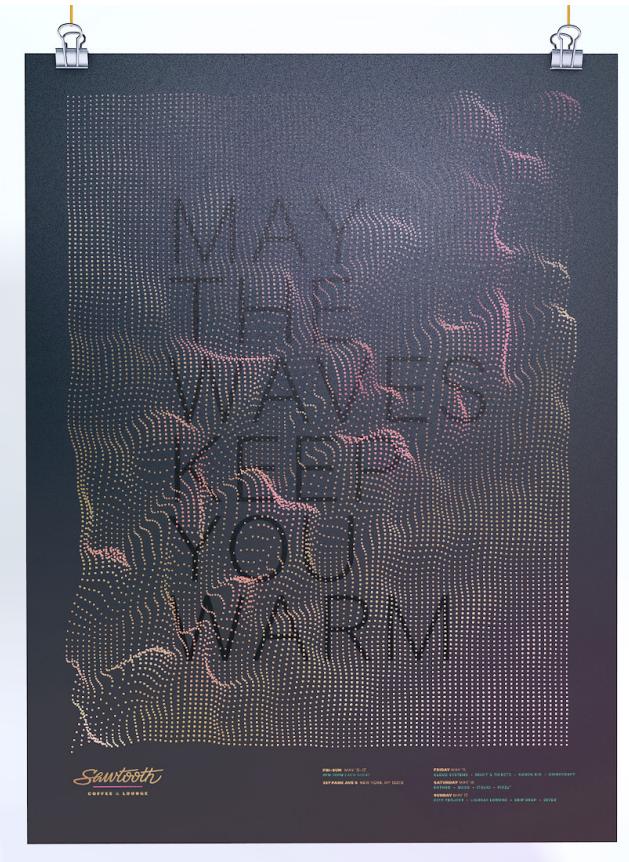
A small sandbox game about creating fine art sculptures worth thousands of dollars. Choose from 40 different objects and assemble them into animated heaps in order to impress the museum patrons and increase the value of your sculpture. Items include disco balls, trampolines, televisions, sawblades, and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





## 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



BRAND DEVELOPMENT: SAWTOOTH

REFS



UNIVERSE

