Michelle Wirono

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Game Artist / Illustrator with 3+ years of professional experience creating shippable 2D game art for live titles, including characters, environments, UI, icons, logos, and promotional key art. Proven ability to work quickly under production pressure, iterate from thumbnails to final assets, and collaborate closely with art directors, animators, engineers, and designers. Strong foundation in visual storytelling, color, composition, and typography, with experience supporting engine-ready and animation-ready pipelines.

SKILLS
◇ **Tools:** Adobe Photoshop, Adobe Illustrator, Blender (3D block-ins & reference), Unity, Clip Studio Paint
◇ **Design:** Character & symbol illustration, backgrounds & environment art, game logos, UI & interface graphics, key art
◇ **Production:** Rapid iteration & high-volume output, thumbnails, storyboards & visual direction, art revisions based on feedback, organized file structures & handoff-ready assets

EXPERIENCE
Concept Artist, FUN-GI Games   June 2022 - Present
◇ Designed and shipped art assets for 2 live mobile game titles, including characters, environments, UI illustrations, feature logos, symbols, and event visuals used in production builds.
◇ Produced 15+ finalized assets per month on average, moving efficiently from thumbnail exploration to polished final art under tight live-ops deadlines.
◇ Created single-image illustrations that communicated game themes and feature stories, supporting player understanding and visual appeal.
◇ Collaborated daily with Art Directors, animators, game designers, and engineers to ensure assets met technical constraints and engine requirements.
◇ Revised and updated artwork based on art direction, design feedback, and technical limitations, maintaining visual quality while meeting delivery timelines.
◇ Developed animation-ready and VFX-aware illustrations, improving downstream efficiency for animation and implementation.
◇ Maintained organized, version-controlled working files, enabling smooth collaboration and future reuse of assets.
Volunteer Visual Development Artist, Asians in Animation   October 2025 - December 2025
◇ Created character and prop illustrations supporting a shared visual direction across teams.
◇ Delivered rapid visual iterations and story-driven concepts based on feedback from senior artists.
◇ Strengthened consistency in style, color, and shape language across exploratory assets.
Illustration Intern, Freestyle Komics   June 2020 - August 2020
◇ Illustrated characters and background environments for serialized comic projects that reached publication.
◇ Collaborated with writers and artists to meet production deadlines and revision cycles.

PROJECTS
Dodgeball Dojo, FUN-GI Games   June 2022 - Present
◇ Designed character illustrations, expressions, UI graphics, and event visuals supporting live features.
◇ Created promotional key art aligned with established visual systems and branding.
◇ Ensured assets were engine-friendly and animation-ready through close collaboration with tech artists.
House Flip, FUN-GI Games   June 2022 - Present
◇ Illustrated environment art, UI elements, and feature logos used in live content.
◇ Produced store art, splash screens, and ad creatives, iterating based on stakeholder and performance feedback.
◇ Balanced speed, polish, and clarity for high-visibility player-facing assets.

EDUCATION
Columbus College of Art & Design, Columbus, OH   Graduation Date: May 2022
Bachelor of Fine Arts, Major: Illustration, Minor: 2D Animation, GPA: 3.99

RELEVANT COURSEWORK
Underpaint Academy   December 2024
Painting VisDev Sets & Vehicles with Yuhki Demers
Color and Light with Kat Tsai   March 2022

AWARDS
Valedictorian (2022), Outstanding Senior Award (2022), President's List (2018 - 2022)