MICHELLE WIRONO

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SKILLS

- **Visual Development & Look Dev:** Character & environment design, UI elements, icons, world-building, set layouts, master color keys, emotional tone & mood styling, traditional art styles, advanced composition & cinematic lighting.
- **Hybrid & Technical Workflows:** Bridging 2D and 3D concepts, Blender, Figma, Unity engine implementation, node-based layout awareness, and active experimentation with emerging/generative AI workflows.
- **Pipeline & Tool Optimization:** Building standardized palette libraries, asset optimization, turnarounds, material callouts, detailed paint overs, and establishing scalable asset handoff workflows.
- **Collaboration & Adaptability:** Translating abstract/evolving creative direction into concrete visual assets, providing constructive upward feedback, cross-functional teamwork, and thriving in rapid-iteration sprint timelines.

WORK EXPERIENCE

ASIANS IN ANIMATION Remote
Color/Art Lead (Volunteer) March 2026 – May 2026

- Spearhead look development and sequential asset planning for an animated production; establish master color keys to define environmental storytelling, mood, and pacing.
- Built and managed standardized digital palette libraries across Photoshop, Illustrator, and After Effects, establishing an error-free, repeatable production process for downstream animation teams.
- Collaborate closely with background artists and animation directors to seamlessly integrate character assets into shifting visual states and environments.

FUN-GI GAMES Torrance, CA
Concept & UI/UX Artist Jun 2022 – Present

- Oversee and scale the production-ready UI visual library and visual asset pipelines for live-service, interactive mobile titles, optimizing velocity and eliminating engineering handoff friction.
- Convert ambiguous, rapidly evolving product requirements into clear, production-ready character lineups, world-building environments, and interactive prop models that support user states and gameplay mechanics.
- Produce 15+ polished, scalable assets monthly under tight sprint schedules, establishing reusable templates and visual patterns to maintain strict artistic consistency across episodes and updates.
- Partner closely with Product Managers, Animators, and Technical Leads, translating design constraints and user metrics into actionable visual feedback, detailed paintovers, and 3D blueprints.
- Spearhead internal experimentation with emerging, ethical AI-assisted concepting workflows to accelerate early ideation and environmental background development.

ASIANS IN ANIMATION Remote
Visual Development Artist (Volunteer) Oct 2025 – Dec 2025

- Developed high-impact sequential visual assets, storyboards, and promotional illustrations aligned tightly with established brand guidelines and core engagement themes.
- Managed multiple concurrent, complex asset workstreams under aggressive production schedules, showcasing exceptional visual hierarchy and readability.

PROJECTS

DODGEBALL DOJO - MOBILE GAME Jun 2022 - Present

- Established project visual identities from the ground up, designing core character variations, environments, and functional prop libraries optimized for player guidance and clear feedback loops.
- Utilized sequential storyboarding, layout planning, and rapid-iteration sketching to map out moment-to-moment visual flow, directly supporting asset translation into Unity engine implementation.

HOUSE FLIP - MOBILE GAME Jun 2022 - Present

- Researched and executed culturally specific environment concepts, balancing instructional clarity with highly engaging, stylized art directions.
- Produced 10+ monthly UI, environment, and marketing visuals requiring the seamless blending of complex, high-profile licensed corporate IP aesthetics (e.g., Walmart) with core interactive game styles.

EDUCATION

COLUMBUS COLLEGE OF ART & DESIGN Columbus, OH
Bachelor of Fine Arts: Major in Illustration, Minor in 2D Animation & Rigging Aug 2018 - May 2022
Cumulative GPA: 3.99/4.0; Valedictorian (2022), Outstanding Senior Award (2022), President's List (2018 - 2022)