



MICHELLE MORENO

DIGITAL ARTIST

My name is Michelle and, while I have a background in industrial design, I am also a self-taught digital artist specialized in bringing cute, magical and fun characters to life through digital and traditional illustration.



PHOTOSHOP



ILLUSTRATOR



PAINTER



DESIGNER



BLENDER



UNITY



UNREAL



ZBRUSH

CONTACT



www.zaluli.artstation.com/



moreno@zaluli.com
www.zaluli.com



Currently @ Costa Rica



+506 8645 3984
t.me/Zaluli

PROJECTS



NICKELODEON ALL-STAR BRAWL 2



NICKELODEON ALL-STAR BRAWL



G.I. JOE: OPERATION BLACKOUT



MIRRORVERSE



DRAGON'S APPRENTICE

PRO SKILLS

- 3D MODELLING
- MATERIAL DESIGN
- 3D SCULPTING
- TEXTURING
- SHADER WRITING
- LEVEL DESIGN
- VFX
- GAME DESIGN
- SOURCE CONTROL
- JIRA

EXPERIENCE

2019-TODAY

TECHNICAL ARTIST
FAIR PLAY LABS

Proficient in creating and implementing cutting-edge visual effects, shaders, and tools to enhance overall game development. Adept at collaborating with cross-functional teams to optimize workflows and bridge the gap between art and technology.

2018-19

UI/UX DESIGNER
FAIR PLAY LABS

Proven expertise in creating intuitive interfaces, designing engaging user flows, and optimizing player interactions with a focus on crafting immersive and user-friendly experiences for video games.

2022-2023

DIGITAL ANIMATION
INSTRUCTOR
ECCC UCR

Experienced in teaching animation principles, industry-standard software, and fostering a collaborative learning environment with a proven track record of cultivating creativity in students.

2016-2017

MEDIA LAB ASSIST.
TECNOLÓGICO DE
COSTA RICA

Supported the Interaction Design course with a focus on video games and Arduinos. Adept at facilitating creative projects, managing resources, and ensuring a seamless workflow within the media lab.

EDUCATION

2020-TODAY

DIGITAL & TECH ART
SELF-TAUGHT

Independently acquired technical art skills through hands-on learning and experimentation. Specialized in areas such as shaders, visual effects, and pipeline optimization. Demonstrated a proactive approach to mastering the intersection of creativity and technology within the realm of digital art.

2011-2018

INDUSTRIAL DESIGN
TECNOLÓGICO DE
COSTA RICA

Graduated with a degree in Industrial Design Engineering, equipped with a strong foundation in combining aesthetics with functionality. Proficient in utilizing CAD software, prototyping, and ergonomic principles to create innovative product designs. Academic coursework included materials science, manufacturing processes, and user-centered design.

REFERENCES

DIEGO HERNÁNDEZ

Art Director, Fair Play Labs
San José, Costa Rica
diego.hernandez@fairplaylabs.com

HANS STEIN

Lead Environment Artist, Moonster Studio
San José, Costa Rica
hansstein@moonsterstudio.com

