



# 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/](http://www.zaluli.artstation.com/)



[moreno@zaluli.com](mailto:moreno@zaluli.com)  
[www.zaluli.com](http://www.zaluli.com)



Currently @ Costa Rica



+506 8645 3984  
[t.me/Zaluli](https://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

LEVEL DESIGN

MATERIAL DESIGN

VFX

3D SCULPTING

GAME DESIGN

TEXTURING

SOURCE CONTROL

SHADER WRITING

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](mailto:diego.hernandez@fairplaylabs.com)

### HANS STEIN

Lead Environment Artist, Moonster Studio  
San José, Costa Rica  
[hansstein@moonsterstudio.com](mailto:hansstein@moonsterstudio.com)

