

# Michelle Moreno Arverás - 3D Generalist

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## SUMMARY

Highly self-directed 3D Generalist and Technical Artist with 5 years of AA game experience. Successfully pivoted from Industrial Design, independently mastering Blender and Substance Painter for game art pipelines. Seeking an Environment Artist role to apply expertise in scene development, lighting, and performance optimization to elevate visual storytelling and player immersion.

## EXPERIENCE

### 3D Generalist - Tech Art Training

#### Fair Play Labs

August 2019 - Present, San José, Costa Rica

- Refined and optimized **500+ game-ready assets** (models, PBR textures, and lighting setups) to guarantee **seamless integration** and maintain **target frame rates** across various engine environments.
- Spearheaded the development and completion of complex **3D environment scenes** for five concurrent **AA console and PC gaming titles** over a period of four years.
- Established and maintained efficient asset creation pipelines using **Blender and Substance Painter**, collaborating with Art Directors to ensure **visual fidelity and technical compliance**.

### Instructor

#### World Tang Soo Do Association

November 2017 - Present, Greensboro, NC

- **Led, instructed, and assessed** student progress across all belt ranks in the full Korean Karate curriculum, focusing on technical proficiency in **kicking, punching, blocking, hyungs and sparring**.
- **Maintained the discipline and standards** of the ad-honorem *school*, 4 times per week and in events, ensuring the **preservation of WTSDA tradition** and fostering a respectful and focused training environment.
- **Mentored more than 200 students** by acting as a primary role model, actively demonstrating and instilling the **Five Virtues** (humanity, righteousness, etiquette, wisdom, and trust) to promote comprehensive character development.

### Digital Animation Teacher

#### Universidad de Costa Rica

October 2022 - October 2025, San José, Costa Rica

- Designed and delivered a full-scope **digital animation production curriculum**, guiding students through every stage from **conceptual storyboarding to final render optimization**.
- Trained an average of **30 undergraduate students per semester** in industry-standard **3D and animation software (Blender)** and professional production methodologies.
- Mentored students on applying technical knowledge to hands-on projects, successfully fostering their ability to produce **portfolio-ready short animations** and functional 3D assets.

### UI/UX Artist

#### Fair Play Labs

August 2018 - July 2019, San José, Costa Rica

- Executed end-to-end **UI/UX design** for more than 10 game titles, creating detailed **wireframes and functional, interactive prototypes** that defined the player journey.
- Collaborated daily with engineering and art teams to align **user flows** with game mechanics, resulting in intuitive interfaces that enhanced overall player engagement and accessibility for more than 5 mini games per year.
- Designed and iterated on **responsive and visually cohesive UI elements** (menus, HUDs, inventory) that reduced player friction and maintained the game's core aesthetic.

### Industrial Designer

#### Materialised 3D

July 2017 - July 2019, Doral, FL

- Engineered and optimized **3D printing production workflows** by integrating advanced software tools, leading to a **25% reduction in design-to-prototype cycle time**.
- Utilized **parametric modeling techniques** to create more than 10 highly accurate and complex designs, ensuring efficient material usage and superior structural integrity for additive manufacturing.
- Managed all aspects of **production-ready file preparation** and subsequent quality assurance, successfully translating conceptual designs into high-quality, functional physical products.

## RELEASED PROJECTS

### Speedrunners 2: King Of Speed

- Fair Play Labs • [www.speedrunners.com/](http://www.speedrunners.com/) • October 2024 - July 2026
- Converted 2D concept art to 3D stages and assets for Level set dressing.
  - Created new textures for props not defined in Concept Art.
  - Cleaned up more than 20 assets for level performance.

### Nicktoons & The Dice of Destiny

- Fair Play Labs & PetitFabrik • [gamemill.com/games/nicktoonsdiceofdestiny/](http://gamemill.com/games/nicktoonsdiceofdestiny/) • November 2024 - September 2025
- Developed more than 10 Toon Shaders to pair the 3D and 2D world.
  - Nick-ified the concept art provided by artists for more than 50 props.
  - Paired with Lead Environment Artists on Set Dressing tasks.

### Nickelodeon All-Star 2

- Fair Play Labs • [nickelodeonallstarbrawl.com/](http://nickelodeonallstarbrawl.com/) • December 2022 - September 2023
- Integrated along the Design team on VFX's proprietary system for implementation and tweaking.
  - Paired up with Environmental Artists for set dressing for more than 10 levels.
  - Developed more than 20 materials with Shader Graph for characters and Baked Rim Light.

### Nickelodeon All-Star Brawl

- Fair Play Labs & Ludosity • [nickelodeonallstarbrawl.com/](http://nickelodeonallstarbrawl.com/) • February 2022 - November 2022
- Integrated along the Design team on VFX's proprietary system for implementation and tweaking.
  - Paired up with Character Artists for more than 20 character renders.
  - Led the UI Team, with proof checking and guidelines for more than 50 screens.

### G.I. JOE: Operation Blackout

- Fair Play Labs & IguanaBee • [gamemill.com/games/gi-joe-operation-blackout/](http://gamemill.com/games/gi-joe-operation-blackout/) • January 2020 - December 2020
- Designed more than 200 collisions along levels to avoid shortcuts and out-bounding.
  - Translation from 2D sketches to 3D Grayboxing for more than 5 big stages.
  - Designed and implemented UI/UX flow and benchmark research.

### Dragon's Apprentice

- Fair Play Labs & Endless Studios • [endless-studios.itch.io/dragons-apprentice](http://endless-studios.itch.io/dragons-apprentice) • December 2018 - August 2019
- Translated from 2D sketches to 3D Grayboxing.
  - Designed more than 20 puzzles and challenges along with the Game Design Team.
  - Designed and implemented UI assets and VFX.

## EDUCATION

### 3D Generalist

Minor in Technical Art • Self-Taught • 2020

- Can reference independent practice, freelance work, volunteer experience, side projects for work and competition entries.

### Post-Graduate in Product Design

Tecnológico de Costa Rica • Costa Rica • 2018

- Thesis focused on a Puzzle based system to serve as support for primary school teachers.

### Bachelor in Industrial Design

Tecnológico de Costa Rica • Costa Rica • 2016

- Thesis and Prototype focused on an Arcade Game Machine for mathematics and quick Calculus practice.

## SKILLS

**Hard Skills:** 3D Model, 3D Sculpting, , Illustrator, Shaders, VFX, Material Design, Unreal Engine 5, Unity, Blender, ZBrush, Substance Painter, Substance Designer, Photoshop, Figma

**Soft Skills:** Self-Taught, Growth-Oriented, Personal Projects, Volunteer Work, Proactive, Team Work

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## REFERENCES

### Hans Stein

Senior Environment Artist, **Blind Squirrel Games**  
Irvine, CA  
[hanssteinp@gmail.com](mailto:hanssteinp@gmail.com)

### Diego Hernández

Art Director, **Fair Play Labs**  
San José, Costa Rica  
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