



Michele Cavaloti

Senior concept and graphic artist, games, movie features and brands.

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Contacts

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in /in/michelecavaloti

📍 Lisbon - Portugal

★ Skills

- Concept Art;
- Visual Development Art;
- Set design/Set Dressing Unity;
- 3D initial knowlegde in modeling and blocking;
- Character Design, Environments;
- Sketches, thumbnails, lighting;
- Kolor keys;
- UI Design/Components/Assets
- UI Elements/User Interfaces;
- Graphic Design;
- Typography Design;
- Strong understanding of cinematic language, camera, lighting and animation 2D, 3D;
- Architecture and Perspective understanding;
- Matte Painting;
- Storyboard;.

🗨 Languages

English ●●●●○
Spanish ●●●●○
Portuguese ●●●●●

📁 Softwares



👤 About me

I'm a Senior Concept Artist, Visual Development Artist for games animated films, books, video mapping shows, and a graphic designer for apps and brands design.

Creative and passionate about art in every way, I'm extremely organized, self-taught, multi-tasks, with a leadership management experience, good communicator, and always dedicated to learn new technologies and new challenges.

Experience of 12 years in the Concept Art and Graphic field creating and leading projects for visual development in movies, environments, characters, UI design/elements, props, matte painting, etc. for games companies, animation studios, books, as well for advertising agencies for web content and illustration for video mapping light shows.

I participated in the publication of some online and board games, tv shows and series, that are currently online.

An in the meantime I taught art/design in High School, created some workshops, and beyond that im still learning with me and with others, sharing experiences and new ideas.

I'm looking for a contract full-time job or a freelance opportunity.

📁 Professional Experience

Simba Dickie Group - Germany - Seasonal Remote

2D Senior Concept Artist/ Illustrator
2020 - 2023

I developed a several board games, that are on the toys market.

I created designs and typography design for box covers, objects, characters and items that are going inside the board game.

For more information: <https://www.simbatoy.com/>

OCubo Criativo - Lisbon - Portugal - On Site

Senior Concept Artist
2018 - 2023

Since October 2018 - I have been working on several projects doing initial and final visual concepts related with video mapping, illustrations and using Artificial Intelligence, for shows in places like Qatar for the World Cup FIFA 2022, Dubai, Sharjah, Saudi Arabia, France, London, Portugal and Poland for Disney 100 years celebration, and many others great places.

I create some storyboards and initial concept art, and then start to develop the final layouts, typography design, etc.

More updates of the projects you can see at: <https://www.ocubo.com/>

EPI/ETIC School of Technologies Innovation and Creation - Lisbon - Portugal - Part-Time On-site

Teacher - Concept Art and Digital Painting
2018 - 2020

Course: Animation Technician 2d and 3d.

I taught some disciplines like: Image Analysis, 2D Character Design, Concept Design only focus on 2D fine arts and process to be a great artist in the business art field.

School website: <https://www.etic.pt/>

Super Happy Games SL - Malaga - Spain - Remote

2D Concept Artist/UI Designer
Mobile Game Projects
2017 - 2018

I developed several concept arts for different game projects. Used Unity for set dressing the objects and lighting to compose a nice scene in paralax.

These projects were for new games that would be released for the gaming market, and among these I developed all the art direction and creation processes.

I created, In-Game Environments; In-Game Characters and Avatars; Logo Design; Objects; UI Elements; Sub-Menus Screens; Marketing icons and banners; Etc.

More informations at: <http://superhappygames.com/>

Education

- **Schoolism Online Classes**
2021/2023
Procreate5 with Nikolai Lockertsen;
Introduction to Visual Development with Victoria Ying;
Environment Design with Nathan-Fowkes;
Painting with Light and Color Tonko-House.
 - **Yiihuu Online School Online Classes**
2019/2020
3D Zbrush/ Maya/ Blender/ Substance Painter/ Marmoset Toolbag.
 - **Domestika Online Classes**
2019/2023
3D Zbrush Courses.
 - **Udemy Online Classes**
2019/2023
3D Maya/ Zbrush/ Cinema 4D.
 - **CGMA Online Classes**
2019/2020
Marco Bucci - The Art of Colour and light.
 - **Restart - Institute of Creativity, Arts and New Technologies**
2018/2019 - Lisbon - Portugal - On-site Vocational Course - Video Game Creation.
 - **ICS Innovation Creative Space**
2013-2015 - São Paulo - Brazil - On-site Illustration Course - Digital Painting and Concept Art;
Live Drawing Course - Study of Anatomy.
 - **FATEB - University of Science and Technology**
2004-2009 - São Paulo - Brazil - On-site Industrial Design Degree
Emphasis on Product Design.
 - **Calouste Gulbenkian Foundation**
2001/2002 - Lisbon - Portugal - On-site 2D Traditional Paper Animation Course
- **Firebrand Games LLC - Uk - Seasonal Remote**
2D Concept Artist/MattePainting/Character Design
2015 - 2018
I developed a several projects, seasonal but must of fun projects like the Angry Birds Road game project about the movie released in 2016.
I develop all the painting, mood and environment stuffs of this new scene.
I worked as well on some environments concepts and characters for a soccer game project.
 - **Richmond Publishing Company - London - Remote**
2D Illustrator for Children Book
2016 - 2017
I developed some concepts and illustrations for a collection of fundamental English books where it was delegated to high schools, among other projects for children's learning books.
Company Website: <https://richmondelt.com/>
 - **Derby Games - New York - Seasonal Remote**
2D Concept Artist
2017 - 2018
I developed all firsts concepts and final arts for some gambling games like scenarios, icons, UI elements and buttons for a new online casino game.
Company website: <http://derbygames.com/>
 - **Tiny Lab Kids Games - Lithuania - Remote**
2D Concept Artist/Master Graphic Designer
Project - Robotic Racing Game for mobile Android.
2016 - 2017
I created and developed all the initial concepts and the final graphic of the game, as well as all elements such as icons, UI elements, characters, objects, scenarios, buttons and images for promotional / advertising purposes.
Cute Robotic Racing - Google Play:
<https://www.youtube.com/watch?v=cTD7-vLgxHI>
 - **44Toons Studio - Cartoon TV Series - Brazil - On-site**
2D Concept Artist/ Senior Graphic Designer/ Illustration
2014 - 2016
I developed backgrounds, environment scenarios, prop objects, etc. for the tv serie "Osmar e a primeira fatia do pão de forma".
I worked developing different concepts for scenarios, characters, objects, icons, props for the projects on demand.
Developed some mokusups / storyboard and animatics for better view of final design.
Tv Serie for the Gloop Channel - Globosat: "Osmar the first slice of the loaf"
Teaser: https://www.youtube.com/watch?v=phG_faFBbMw
 - **BH2 Films Producer - Brazil - Seasonal Remote**
Executive And Artistic Director
2012 - 2016
Managed all the production and artistic direction of video projects in animation, and art direction scene recording, like casting, scenarios, costumes, etc.
Developed all graphic content like scenarios, characters, colors design and lettering.
Managed with the customer service, marketing online and offline.
More information: <https://www.instagram.com/bh2films/?hl=en>
 - **Rapp Brazil Aversiting Agency - Brazil/EUA - Seasonal Remote**
Sérior Graphic Designer/Illustration for Motion Design
2013 - 2016
I worked on several projects of advertising and institutional videos for clients like Mastercard, Itau and for other banks.
I made the art direction, management and creation of institutional video projects for web and tv.
I developed some scripts and production of mokusups / storyboard for better vision of the final project.
Company website: <https://www.rapp.com/>

Singular Films Producer - Brazil - On-site

Art Director

2012 - 2013

I coordinated the team of art and animation pipelines.

I developed as well the graphic design production of images and concepts for institutional and advertising pieces.

Clients like Globo tv, Shoppings Outlets, Volkswagen, etc.

Desigual Agency Online/Offline and Videos - Brazil - On-site

Sénior Graphic Designer

2010 - 2012

I developed and created all advertising for web, hotsites, corporate identities and advertising videos, Lettering and typography design.

More information: <https://desigual.com.br/site/>

ArteMidia/Print Express - Brazil (Graphic Print) - On-site

Sénior Graphic Designer

2006 - 2009

I was esponsible for the creation and development of identity manuals, logos, packaging design, brochures, flyers, displays, catalogs, banners, posters, outdoors, etc.

I was responsible for managing and supporting the creative team and all promotional and marketing campaign material.

Company website: <https://www.artemidia.net/>