

MICHELE CAVALOTI

Lead Concept Artist · Visual Development · Art Director · AI Creative Workflows

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PROFESSIONAL SUMMARY

Senior 2D/3D artist and art director with 18+ years of international experience across mobile and AAA games. Specialist in stylized illustration, concept art, visual development and world-building for casual and social titles, with proven strength in isometric art, Match-3 and cozy/casual aesthetics. Experienced team lead and mentor who integrates AI into professional production pipelines to accelerate ideation and iteration — always with strong human curation, so AI complements artistic direction rather than replacing it. Comfortable owning the visual vision end-to-end in remote, cross-disciplinary teams alongside animation, game design and engineering.

PROFESSIONAL EXPERIENCE

Art Director / Lead 2D–3D Artist — Maliyo Games (Remote, Africa) Jan 2025 – Present

- Own the artistic vision across game and transmedia IPs, ensuring visual consistency between 2D and 3D assets.
- Direct and mentor artists, raising iteration quality, pipeline efficiency and creative ownership.
- Supervise character, environment, prop and UI design from concept through production-ready polish.
- Embed AI-assisted concept workflows while holding final art to production quality.

Art Director / Senior Concept Artist — OCubo (Lisbon) Feb 2019 – Dec 2024

- Set concept and visual direction for large-scale interactive experiences (Disney 100, FIFA World Cup 2022, Formula 1 Dubai).
- Delivered concept art, matte painting and character design for immersive light-projection shows.
- Introduced AI tools (Midjourney and others) into storytelling and environment-design pipelines.

2D/3D Lead Artist — Emvenci (Cybersecurity Start-up, Lisbon) Mar 2024 – Dec 2024

- Built new IP for an interactive e-learning game with stylized 2D characters and 3D environments.
- Directed the art style and delivered a full cozy art library, optimizing cross-team workflows.

2D Character Artist / Matte Painter — Rovio Entertainment & Firebrand Games (UK) May 2016 – Jun 2018

- Produced 3D matte-painted environments and character assets for Angry Birds (AAA mobile).
- Designed character outfits and props for Angry Birds Match-3 titles.

Teacher — Concept Art & Digital Painting, EPI/ETIC (Lisbon) Sep 2018 – Feb 2020

- Taught 2D character design, concept art and digital painting, mentoring students into the professional market.

TECHNICAL SKILLS

Digital Art: Adobe Photoshop (Expert), Adobe Illustrator (Expert), Procreate, Blender, Figma, Unity.

AI Creative Workflows: Claude, Claude Code, ChatGPT, ComfyUI, Scenario AI, Adobe Firefly, Gemini, Midjourney, Kling, Veo, Meshy, Tripo, Tencent Hunyuan 3D, ElevenLabs.

Video & Motion: DaVinci Resolve, CapCut.

Production & Collaboration: Jira, Miro, HacknPlan, Slack, Notion.

Additional (freelance): Brand identity, website design, app UI, graphic design, editorial.

EDUCATION & TRAINING

- Polygon Runway (2024–2025) — 3D characters & illustration in Blender.
- Schoolism (2022–2023) — Visual development & concept creation.
- Restart Institute (2018–2019) — Video game production.
- FATEB University, Brazil (2004–2009) — BFA in Industrial Design & Illustration.

AWARDS & RECOGNITION

- Disney 100th Anniversary — Winner, Timeless Storytelling Contest (2023).
- FIFA World Cup 2022 — Contributed to the Opening Ceremony (Qatar).
- Global Game Jam Lisbon (2020) — Best Concept Art.
- Featured in CENA RTV Magazine (2016) — Excellence in game art & illustration.