


# Michèle CavaloTi

Concept Artist, Visual Development Artist, & Character Design

 michelecavaloti.com

 Lisbon, Portugal

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## Education

**Visual Development** - Schoolism  
(2022-2023)

**Video Game Creation** – Restart  
Institute of Creativity, Arts, and New  
Technologies, Lisbon, Portugal  
(2018-2019)

**Concept Art & Digital Painting** – ICS  
Innovation Creative Space, São Paulo,  
Brazil (2013-2015)

**BFA in Design & Illustration** – FATEB  
University of Science and Technology,  
São Paulo, Brazil (2004-2009)

## Technical Proficiencies

Blender  
Octane Render  
3D Coat  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Procreate  
ZBrush  
Unity  
Figma  
Jira/Miro  
Microsoft Office

## Professional

2D/3D Concept Art & Visual Development  
Character & Environment Design  
Storyboarding & Previsualization  
Color Keys & Cinematic Lighting  
Slot Games Art  
UI Design & Match-3 Elements  
Matte Painting & Photobashing  
Game UI & Promotional Materials  
Leadership & Team Collaboration  
Problem Solving &  
Continuous Learning

## Experience

### Art Director & 2D Lead Illustrator

**Envenci Cybersecurity**, Lisbon - March 2024 - November 2024

- Developed new IP's concepts for interactive games.
- Directed the visual style and optimized workflows of the games.
- Led the illustration and animation development team of a full interactive e-learning library on cybersecurity identity.

### Senior Concept Artist

**OCubo Criativo**, Lisbon - February 2019 - February 2024

- Directed visual development for RockinRio, Formula1, FIFA World Cup 2022, Amir Cup Final and Disney's 100-year celebration video mapping immersive experience shows.
- Integrated AI in visual storytelling processes.

### Teacher – Concept Art & Digital Painting

**EPI/ETIC School of Technologies Innovation and Creation** – Lisbon, Portugal -  
September 2018 – February 2020

- Instructed students in 2D character and concept design.

### 2D Character Artist/Matte Painter

**Rovio Entertainment and Firebrand Games LLC** – UK - May 2016 – June 2018

- Contributed to the ABMatch Games, designing new character outfits.
- Contributed to AAA game Angry Birds Road, focusing on environment and character design.
- Led matte painting for immersive game thought 3D environments.

### 2D Concept Artist

**44Toons Studio** – Brazil - May 2015 – June 2017

- Vis dev enviroments, backgrounds, set designs, characters and props for the popular animated cartoon sitcom series “Osmar, The First Slice of Bread”.
- Broadcast: This TV series is available on Prime Video, Gloob, and other Brazilian television channels.

### Awards & Achievements

- Disney 100th Anniversary Celebration (July 2023): Winner of the timeless storytelling contest at the Toruń Poland Festival.
- FIFA World Cup 2022 Immersive Show in Qatar: Contributed to the opening ceremony of Al Wakrah Stadium and the Amir Cup Final in 2019.
- Global Game Jam Lisbon (January 2020): Awarded Best Concept Art in the school competition.
- CENA RTV Online Magazine Feature (April 2016): Interviewed for excellence in concept art and game illustration.