

# Michele Cavaloti

## Concept & Art Direction – 2D & 3D Animation | Casual Mobile Games | Graphic Design

Lisbon, Portugal | [michelecavaloti.com](http://michelecavaloti.com) | [/in/michelecavaloti](https://www.linkedin.com/in/michelecavaloti)

### Professional Summary

Senior 2D/3D Artist with 16+ years of international experience in mobile and AAA games, specializing in stylized illustration, concept art, and UI/UX design. Proven expertise in isometric artwork, cartoon-inspired visuals, and cozy/casual aesthetics that appeal to broad audiences. Strong background in Match-3 and social mobile games, with hands-on experience in integrating AI tools into the creative workflow like: (ChatGPT and Gemini, Google AI, Flow/veo/Kling for animation, Tripo/Meshy for 3D workflows, and many others tools.). Recognized for leading art teams, mentoring junior artists, and delivering high-quality assets aligned with design and production goals in remote, collaborative environments.

### Professional Experience

**Art Director / Lead 2D-3D Artist - Maliyo Games (Remote – Africa)** | Jan 2025 – Present

- Led the artistic vision for animated and game projects, ensuring visual consistency across 2D/3D assets.
- Directed and mentored artists, improving iteration quality, pipeline efficiency, and creative ownership.
- Created and supervised character, environment, prop, and UI design for game and transmedia IPs.
- Integrated AI-assisted concept workflows while maintaining final art polish for production.
- Collaborated closely with animation, game design, and engineering teams to align visuals with production goals.

**Art Director / Senior Concept Artist - OCubo Criativo (Lisbon)** | Feb 2019 – Dec 2024

- Created concepts and visual direction for large-scale interactive projects (Disney 100, FIFA World Cup 2022, Formula 1 Dubai).
- Integrated AI art tools into storytelling and environment design pipelines (MidJourney and others.)
- Delivered concept art, matte painting, and character designs for immersive light projections.

**2D/3D Lead Artist – Emvenci Cybersecurity Start-Up (Lisbon)** | Mar 2024 – Dec 2024

- Developed interactive e-learning game new IPs with stylized 2D characters and 3D environments.
- Directed art style and optimized cross-team workflows, delivering a full cozy art library around cybersecurity identity.

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

- Contributed to Angry Birds Road (AAA mobile), producing immersive 3D matte-painted environments and character assets.
- Designed character outfits and props for AB Match-3 games.

**Teacher – Concept Art & Digital Painting - EPI/ETIC School of Technologies (Lisbon)** | Sep 2018 – Feb 2020

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

## **Education & Training**

Self Taught AI Tools and Animation (2025–2026)

Polygon Runway (2024–2025) – 3D Characters & Illustration in Blender

Schoolism (2022–2023) – Visual Development & Concept Creation

Restart Institute (2018–2019) – Video Game Production

ICS Creative Space (Brazil) (2013–2015) – Concept Art & Digital Painting

FATEB University (Brazil) (2004–2009) – BFA in Industrial Design & Illustration

## **Technical Skills**

Art & Design: Adobe Photoshop, Procreate, Adobe Illustrator, Adobe InDesign;

3D & Isometric: Blender, Mixamo Animation, Unity;

AI tools for 2D/3D Art, Animation, Sound and Edition: ChatGPT5.2, Meta AI, Gemini, Adobe Firefly,

Google AI, Kling, Tencent Hunyuan 3D, Tripo, Meshy, ElevenLabs, CapCut, etc.;

Workflow & Collaboration: Jira, Miro, Figma, HacknPlan, Slack and others.

## **Key Strengths**

Stylized illustration & cartoon-inspired design for casual mobile games;

Isometric environments & cozy world-building;

AI-assisted concept art workflow with strong human curation;

Cross-team collaboration, mentorship & leadership in remote setups;

UI/UX design for player-friendly, accessible mobile experiences.

## **Awards & Recognition**

Disney 100th Anniversary Celebration (2023) – Winner, Timeless Storytelling Contest;

FIFA World Cup 2022 – Contributed to Opening Ceremony (Qatar);

Global Game Jam Lisbon (2020) – Best Concept Art Award;

Featured in CENA RTV Magazine (2016) – Excellence in Game Art & Illustration.