

Michelle Huttunen

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OBJECTIVE

To challenge myself personally and professionally to create engaging artwork in new and exciting games

SKILLS

Photoshop, After Effects, Illustrator, Maya, Zbrush

PUBLISHED GAMES

Barbie: Best Job Ever - Lead Artist. Created hundreds of in game assets, including UI, animation and background art.

Fortress Fury - Lead Artist. Developed early concepts. Created weapons, animations, UI, background art, and the logo.

Monster High Ghouls & Jewels - Worked with Mattel and designed hundreds of outfits for the dress-up character portion. Assisted with UI and animations.

After Tales: Ice Cream Shop - Worked as UI artist and made the animated intro sequence.

EXPERIENCE

Collision Studios/Blubox Games, July 2013 - June 2015

Lead Artist

- Created artwork from concept through final production for upcoming and in production titles, including character work, UI, logos, animations, and 3D assets.
- Collaborated with clients, programmers, designers, and other artists to ensure quality work
- Participated in critiques and reviews of milestones

Funn Magazine, May 2013 - Present

Freelance 3D Designer

- Constructed multiple 3D models of logos and other assets in advertisements
- Designed and developed magazine spreads using augmented reality through programs such as Junaio and Metaio

Spiral Toys, 2011 - September 2012

Concept Artist

- Created character concepts for a startup toy company for Mark Meyers from Disney Interactive Studios.

51 Minds Productions, March 2013 - June 2013

Freelance Artist

- Developed visual effects for a television show still in development.

Freelance Artist Work, 2010 - Present

Freelance Artist

- Commissioned for character concepts, storyboards, landscape designs, and graphic design.
- Designed logos for service organizations, local sports teams, and websites

EDUCATION

Los Angeles Film School, September 2011 - March 2013

- Associate Degree in Computer Animation
- Class Salutatorian
- National Honor Society of Entertainment Arts