

Michelle Martins

www.MichelleMartins.com

Michelle@MichelleMartins.com

(603)459-4763

Game artist and children's illustrator with 18 years of experience in the mobile game industry.
Art in 11 shipped titles. Designs whimsical kid-friendly art for apps, games, and products.
Passion for education through play.

WORK EXPERIENCE

2D Game Artist and Animator- BitOGenius

July 2022 to Sept. 2023

- Designed kid-friendly characters and game environments for BitOGenius' "Best in Stem" award-winning educational children's app, Pixicade.
- Animated 15 characters with 40 unique animations for integration into player designed games using Spine Animation.
- Added animation to all interactive elements and environmental art in Pixicade Pets.
- Conceptualized themes and characters for the expansion of Pixicade products.
- Generated fun and diverse holiday themed art elements for in-game seasonal events.

Course Instructor- RISD Continuing Education

May 2021 to Aug. 2022

- Filmed instructional videos, wrote lesson plans, and developed Online course materials as part of RISD's Young Artist program for teens.
- Provided critiques and feedback for student development and improvement.
- Taught a class of 10 students, drawing on 18 years of professional knowledge and experience.
- Developed two new course offerings, in character design and game art, as part of RISD CE's unprecedented growth of Online courses.

Senior Game Artist- Funkitron, Inc.

May 2007 to June 2018

- Created a multitude of 2D game assets and original artwork for 10 shipped game titles, including UI, characters, backgrounds, and items.
- Led the visual style of 2 games, helping propel Funkitron's revenue to 8.6 million by 2018.
- Designed over 40 characters for Funkitron's and Big Fish's hit game, Cascade, reaching over 1 million players.
- Collaborated with a team of game designers and developers in world-building, narrative, and asset development across a range of themes and visual styles.
- Supported marketing team with style guides and social media marketing assets.

FREELANCE EXPERIENCE

Michelle Martins Art

June 2005 to Current

Illustrator, animator, and game artist. Projects include concept art for children's educational games, game art for mobile games, character design, illustration for kid's book apps, storyboards, and more.

Select clients: Funkitron Inc, FableVision Studios, Gap Inc., Amazon (under They're Using Tools!), RI Secretary of State (under Mel Rainsberger), FountainHead Hotels, and Nancy Sales Company (Nanco).

Exhibitions: Pizza Gallery and Grill Gallery Display, RI Pride Art Show at the Providence Marriott, Michelle Martins Illustration at The Olive Tap, and Kidlit Salon at The Olive Tap.

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EDUCATION

Rhode Island School of Design (RISD)

Sept. 2001 to June 2005

BFA, Illustration

English Concentration

SOFTWARE

Adobe Photoshop, Adobe Illustrator, Spine Animation, Adobe Animate, Unity, Perforce,
Adobe InDesign, Microsoft Office Suite, Google Suite

SKILLS

2D Game Art, Children's Illustration, 2D Animation, Digital Illustration, Character Design, Concept Art,
Background Design, UI and App Interface, Graphic Design

VOLUNTEER

The Imaginorium Academy - Rainbow Wizards Camp Counselor

Bradley Hospital - Children's Art Therapy Volunteer
