

Michaela Blaauw Concept & Texture Artist

CONTACT INFO

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PROJECTS

Melayu

February – June 2022

Project Manager, Concept Artist, Texture Artist

- Directed entire project and prioritized teammate's well-being
- Concepted main character and all prop assets
- Directed and created the game's artstyle
- Textured the entire game using Substance Painter
- Organized textures in shared drive for easy implementation
- Hand-painted the main character model

PROGRAMS

Adobe Substance Painter
Adobe Photoshop
Quixel Mixer
Blender
Unity
Procreate
Adobe Illustrator
Adobe After Effects

Eleganza

August 2022

Solo Project

- Concepted, modeled, and textured weapon, environment, and enemy
- Learned Quixel Mixer in order to use same material for props onto Probuilder
- Created reusable materials in Substance Painter to use across all assets
- Implemented optimized models and textures neatly into Unity
- Built environment using Probuilder

ACHIEVEMENTS

(2022) Hanze Game Lab Melayu

Student Choice Award
Wonderful Technology Award
Best Sound Award

(2021) Cum Laude 9.43/10 Average

LANGUAGES

English (Native)
Japanese (N4)

INTERESTS

music lover
soccer player
making good food
creating something new!
giving to others

WORK EXPERIENCE

Youth Instructor

August 2019 – February 2020

Soccer Shots Orange County

- Had to be creative in building my own curriculum consisting of a range of unique games lasting up to 45 minutes
- Occasionally create and improvise games on the spot
- Collaborated coaching sessions with experienced & less-experienced coaches

Head of Design Committee

Academic Year 2020 – 2021

GLITCH Study Association

- Responsible for creating and maintaining the visual representation of GLITCH
- Created social media posters for events
- Organized weekly meetings with team to review/create goals

EDUCATION

Hanze University of Applied Sciences

Communication & Multimedia Design, Game Design
(2020 – Current)