

MICHELLE PECORARO

WWW.COVEOFMADNESS.COM

MICHELLE.PECORARO@HOTMAIL.COM

253.332.3623

SKILLS

- Illustration
- Concept Design
- Storyboarding
- Graphic Design
- Animation
- Web Design
- Video Editing

SOFTWARE

- Photoshop
- After Effects
- 3DS Max
- Unity Game Engine
- ZBrush
- Dreamweaver
- Illustrator
- InDesign

EDUCATION

DigiPen
Institute of Technology
BFA in Production Animation

- May 2012
- Redmond, WA

Pixar Master Class

VanArts Workshop

- June 2012
- Seattle, WA

Glenn Vilppu
Drawing and Anatomy

Burbank Animation Guild

- March-April 2013
- Burbank, CA

Dave Pimental
Gesture Drawing

Creative Talent Network

- February-March 2014
- Burbank, CA

Nathan Fowkes
Environment Design

Schoolism

- August-October 2015
- Online

September 2015 - Present
Freelance Illustrator

Cove of Madness

Seattle, WA

- Works Iteratively, Shaping Engaging Projects from the Ground Up to Satisfy the Client's Needs

Projects: Knott's Berry Farm: Ghost Town 75th Anniversary Poster Series - Designer/Illustrator

May 2015 - August 2015
Instructor

iD Tech Camps/Alexa Cafe

Seattle, WA

- Engages Campers in the learning of the Digital Arts of Photography, Film Making, and Web Design
- Creates and Organizes Informative Lesson Plans Geared towards Various Skill Levels and Learning Styles
- Maintains Promptness to All Camp Schedules and Deadlines
- Responsible for Supervision and Safety of Large Groups of Minors

- Troubleshoots Software and Hardware Problems in Adobe Photoshop, Muse, Lightroom, and After Effects

November - December 2014
Freelance Illustrator/Matte Painter

Mousetrappe/Arc Thematic

Burbank, CA

- Efficiently Completed Full-Color Storyboards for Multi-Surface Projections from Provided Beats and Music
- Conceptualized Key Moments of Projection-Mapped Shows in a Wide Variety of Styles
- Ensured Quick Turnaround on Fixes to Print Media and Projection Elements

Projects: 'Disneyland Forever' - Projection/Fireworks Spectacular - Storyboarding and Concept

June 2012 - October 2014
Concept and General Artist

Star Team, LLC

Burbank, CA

- Headed the Design, Creation, and Animation of every "Gizmo" in addition to many of the Enemy Units and Multiple Projectile FX animations
- Completed over 45 minutes of Character, Atmospheric, and Special Effects Animations for Game Cutscenes
- Modeled and Textured Dozens of Game Props, Vehicles, and Avatar Accessories
- Responsible for the Design - from Sketch to Final - of Many and Various Environments and Props for use in an Animated Television Show
- Go-To Teammate for Polished, Fun, and Engaging Illustrations

Projects: 'Star Guardians - Gizmoiz' - Mobile Game - Design, Character and Prop Artist, and Animation
'Star Guardians' - Virtual World/TV Show - Animation, Background Painter, and Design
'Legends of Oz World - Virtual World - Prop and Costume Artist, Design

July 2011-May 2012
Lead Story, Layout, and Lighting Artist/Concept Artist for "Kamali"

The One Yard Line

Redmond, WA

- Worked Diligently Alongside Six Teammates to Complete a Two-Minute Film in 10 Months
- Designed Color Script and Ensured Final Lighting Reflected Pre-Production Art
- Responsible for Storyboards and Creation of Animatic
- Designed One of the Lead Characters of the Film
- Ensured Art Director's Vision of Look and Feel was Realized in Final Compositing