

# MICHELLE PECORARO

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## SKILLS

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

## SOFTWARE

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

## EDUCATION

DigiPen  
Institute of Technology  
BFA in Production Animation  
- May 2012  
- Redmond, 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

April 2016 - Present Smith-Western Co. Tacoma, WA

Illustrator/Designer

- Designs Art Concepts for Souvenir Products - Including Drinkware, Tote-bags, and Resin and Plush Figures
- Works Alongside Clients to Develop Custom Product Lines
- Prepares Artwork for Production - Including Turnarounds, Artwork Wraps at Appropriate Resolution, and PMS Callouts

September 2015 - Present Cove of Madness Seattle, WA

Freelance Illustrator

- Works Iteratively, Shaping Engaging Projects from the Ground Up to Satisfy the Client's Needs
- Projects: Knott's Berry Farm Ghost Town 75<sup>th</sup> Anniversary Poster Series - Design and Illustration

November - December 2014 Mousetrappe/Arc Thematic Burbank, CA

Contract Illustrator/Matte Painter

- 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 Star Team, LLC Burbank, CA

Concept and General Artist

- Headed the Design, Creation, and Animation of every "Gizmoid" 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 - Gizmoidz' - 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 The One Yard Line Redmond, WA

Lead Story, Layout, and Lighting Artist/Concept Artist for "Kamali"

- 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