



MICHELLE ZHUANG

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TECHNICAL SKILLS

Illustration
Graphic Design
3D Modeling & Animation
Branding Development
Project Management
Creative Concept Development
Animation & Storyboarding
Cover Design & Typography
Digital & Print Production
Social Media Marketing
Photo Manipulation & Editing

AfterEffects
Blender
Canva
CSS/HTML
Figma
Google Suite
Illustrator
InDesign
Maya
Microsoft Office
Photoshop
Premiere
ZBrush

Flexible/Responsive
Fast Worker
Highly Motivated
Organizational Skills

AWARDS

American Illustration 44 Archive | 2025

PROFESSIONAL & STUDIO EXPERIENCE

Self-Employed, Freelance Illustrator & Designer | Jun 2017 - Present

Collaborated with editorial, commercial, and independent clientele to deliver bespoke illustrations, prints, comics, and visual assets aligned with each client's identity. Produced original illustrations and sequential artwork featured in published anthologies and magazines.

Oberd, Graphic Artist | Jan 2019 - Feb 2024

Collaborated with a multidisciplinary team of 2D/3D artists, designers, and developers. Led the design of interactive medical game prototypes that personalized assessment experiences across target age groups. Created infographics and social media graphics. Directed the design of exhibition booths, marketing brochures, and business cards for medical conferences.

(add)Ventures, Animation Intern | Jan 2016 - May 2016

Developed storyboards and character designs for animated advertisements. Collaborated with a small team to produce vector illustrations and assets, adhering to client & creative direction. Supported the live-action film crew on set, facilitating the seamless integration of animation with live-action footage.

PROJECT EXPERIENCE

Illustrator & Portrait Artist | Apr 2021 - Aug 2023

Hidden Voices: Untold Stories of New York City

Commissioned by Good Trouble Productions for New York City Public Schools to illustrate 40 portraits and 2 posters of lesser-known Asian American historical figures for textbooks and social media. Reviewed and provided feedback on final proofs, ensuring quality before going to print.

Co-Creator, Illustrator, & Comic Artist | Mar 2016 - Apr 2017

Permanent Alien: An Asian American Comics Anthology

Recognized by NBC Asian America for the anthology's cultural significance and contribution to the discourse on Asian American identity. Spearheaded project coordination by drafting timelines, creative milestones, and narrative development. Collaborated with a small team to produce a 60-page comics anthology, contributing original illustrations and interviewing individuals of different AAPI cultural backgrounds to adapt their stories into comics.

EDUCATION

Rhode Island School of Design | Sep 2013 - Jun 2017

Bachelor of Fine Arts in Illustration | Graduated with Honors
Concentration: Literary & Creative Writing

Brown University | Aug 2015 - May 2016

Coursework in Introductory and Intermediate 3D Computer Animation.

Warrior Art Camp | Nov 2021 - Aug 2024

Coursework in Illustration, Comics, Book & Type Design, and Blender.

Visual Arts Passage | Apr 2024 - Mar 2025

Coursework in Ideation and Portfolio/Career Development.

PUBLICATIONS

Spotty: An Acne Comics Anthology | 2025

Edited by Olivia Pecini | Comic Artist

We Were Here: An Asian American Historical Comics Anthology | 2021

Co-Creator, Illustrator, & Comic Artist

Dirty Diamonds: An All Girl Comics Anthology, Vol. #9: Being | 2018

Edited by Kelly Phillips & Claire Folkman | Comic Artist

Scoop Literary Magazine, Issue #13 | 2017

Illustrated featured story in collaboration with Positive Negatives Organization.

Permanent Alien: An Asian American Comics Anthology | 2016

Co-Creator, Illustrator, & Comic Artist.