



MICHELLE ZHUANG

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SKILLS

2D Illustration / Design
3D Modeling / Animation
Motion Graphics
Graphic Design
Comics

Photoshop
Illustrator
InDesign
AfterEffects
Maya
Mudbox
Premiere

Flexible / Responsive
Fast Worker
Highly Motivated
Organizational Skills

EDUCATION

Rhode Island School of Design | 2013 - 2017

Bachelor of Fine Arts, Illustration
Literary Concentration, Creative Writing
Honors

Brown University | 2016 - 2017

Courses in 3D Animation / CGI

Warrior Art Camp | 2022, 2023

Courses in Illustration / Comics / Book & Typography Design

RELATED STUDIOS AND EXPERIENCE

Freelance Illustrator & Designer | 2017 - Present

Coordinates and collaborates with a wide range of clients to illustrate personal and published work. This includes prints, comics, illustrations, and logo design. Clients have included Good Trouble Productions, Dirty Diamonds Comics Anthology, and SCOOP! Magazine.

OBERD | Graphic Artist | 2019 - 2024

Worked collaboratively with other creatives of varying disciplines (2D and 3D art, design, and programming) to conceptualize and test fun, informational, and interactive media for patients and doctors alike. Illustrated characters and environments, animated physical therapy step-by-step gifs, and created social media graphics. Conducted style research for future projects and overall company image. Prominent clients included the AO Surgical Foundation and the Illinois Bone and Joint Institute.

Permanent Alien: Comics Anthology | 2016 - 2017

Worked with a small team of artists to create comics and illustrations for a 60-page comics anthology about Asian-American identity. Drafted deadlines and guided the project's arrival. Featured in NBC Asian America.

(add)venture | Animation Intern | 2016

Storyboarded and designed characters for animated advertisements for various clients in a small team. Assisted film crew on set to film live-action advertisements.