Michaela Clisson

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Education

The Art Institute of California – Orange County   2004 – 2008
Bachelor of Science in Game Art and Design

Skills

Flash	TortoiseSVN	HTML/CSS
Photoshop	Flump	Maya

Industry Experience

Senior Artist   Dec/2014 – Present
Mobile Deluxe
- Responsible for animation mock-ups to demo desired animations and effects for multiple titles
- Designed various UI screens for multiple titles including 777's social, Solitaire Deluxe Social, and Sudoku Deluxe Social
- Redesigned the entire look of the game Solitaire Deluxe Social (currently unreleased)

Senior 2D Animator and Illustrator   Jan/2013 – Nov/2014
MGA Entertainment
- Created 2d Brand artwork that was used company wide for the brand Moxie Girls Poopsy Pets
- Created and animated all artwork and UI for Poopsy Pets iOS title, including pet and enemy art, props, interactive decorations, animations for interactive toy mini games, character animations for three separate pets, fighting animations for pets and enemies, various store UI's, mini game assets and UI, world animations and UI for each pet
- Created and animated various 2D assets and UI graphics for the game Lalaloopsy Loopy Hair for the Lalaloopsy toy brand
- Created all art for the game Alien Acres for the Novi Stars toy brand

Senior Artist   Nov/2011 – Oct/2012
Playsaurus
- Created several assets from concept to final art for the game Cloudstone, including 2D vector props, gear for avatars, digitally painted illustrations of islands and NPCs, 2d monsters and their animations, and various item art

Art Project Lead   Feb/2011 – Nov/2011
Meteor Games
- Led a team of 4 artists on the game Serf Wars
- Trained new artists in the style of the game and helped them develop a productive workflow in Adobe Flash
- Developed, organized, and assigned art tasks which were used to track productivity and provide feedback
- Worked with programmers, producers, and designers to create several features for the game Serf Wars
- Created and animated 2D vector art assets for the Facebook game Serf Wars

2D Artist   Jan/2010 – Feb/2011
Meteor Games
- Created 2D vector art assets for the Facebook games Island Paradise, Little Rock Pool, Ranch Town, and Serf Wars
- Animated 2D vector art assets for the Facebook games Island Paradise, Little Rock Pool, and Serf Wars
- Designed UI and created final artwork for four mini-games that appeared in Serf Wars
- Painted concepts for assets used in Facebook games Island Paradise, Little Rock Pool, Ranch Town, and Serf Wars

2D Artist   Sept/2008 – April/2009
Nicalis
- 2D Artist for WiiWare release of Cave Story