

Michelle Ma

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Education

Otis College of Art and Design

Bachelor of Fine Arts in Game and Entertainment Design

Minor: Illustration

Expected Graduation: May 2025

Skills

Technical: Digital painting, Character Design, Concept Art, Illustration, 3D Modeling

Software: Photoshop, Procreate, Maya, Zbrush, Substance Painter, After Effects

Project Experience

2D Concept Artist - Project: Cat Cards

September 2024 - Present

- Designed characters, environments, and props, including audience members, enemies, stages/theaters, and lanterns.
- Contributed to unifying the artistic style and visual narrative of the game.

3D Intern - Clocky

June - July 2024

- Assisted in model rendering, lighting adjustments, and texturing using Substance Painter and Maya.
- Ensured all models adhered to project requirements and met quality standards.

Worldbuilding Project: Team Crystal Paradox

Fall 2022

- Collaborated with a team and professor to develop an underworld setting with abandoned trains as the focal element.
- Designed living areas and final environment concepts using Photoshop and Procreate.

Additional Experience

Open House and Notice Otis Special Event Assistant

October 2023

Otis College of Art and Design

Accepted Days Assistant

April 2023

Otis College of Art and Design

Education Assistant

May - June 2020

Canada High School Students Union

Achievement

Dean's List 2021 - 2024

Otis Presidential Scholarship 2021 - 2024