

# Michelle Stelko Favero

## Tech Artist — Bridging Creative Vision & Real-Time Production Pipelines

mistelko@gmail.com • Málaga, Spain (EU) • Open to Remote (EU) & Hybrid (Spain)

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## SUMMARY

Senior Tech Artist specializing in real-time production pipelines for mobile game advertising. Daily work in Unity — simulating gameplay, validating tools and modules built by engineers, supporting shader and material workflows, and producing in-engine animations for performance marketing campaigns across 30+ titles. Bridge between development and art teams: I ensure technical tools meet creative requirements and that production workflows are efficient, scalable, and artist-friendly. Based in Málaga, Spain — open to remote (EU) and hybrid (Spain).

## PROFESSIONAL EXPERIENCE

### Product Tech Artist — Bridging Art & Technology in Unity

Sett • Tel Aviv, Israel (Remote) • Feb 2025 – Present

- Simulated full gameplay loops in Unity for performance marketing campaigns (Hero Wars, Marvel Strike Force, Travel Town, Tetris Block Party, Disney Solitaire, Domino Masters + 30 titles).
- Validated internal Unity tools and modules developed by engineers — ensuring they met creative standards and were production-ready for artists.
- Optimized 3D assets for real-time mobile environments: LOD, draw calls, material batching, and texture constraints.
- Supported shader and material workflows for visual consistency across multiple simultaneous ad builds.
- Acted as the primary bridge between developers and art teams across complex, multi-project pipelines.

### Motion Graphic Designer — Mobile Game Advertising & Animation

Sett • Tel Aviv, Israel (Remote) • May 2024 – Feb 2025

- Produced playable ads and marketing assets using Unity and After Effects for global mobile game campaigns.
- Developed dynamic in-engine animations for Marvel Strike Force using proprietary character rigs.
- Created and modified Unity gameplay modules for Alien Invasion (Crazy Labs).

### Independent Consultant — Software, Workflow & Strategy Optimization

GLG • Spain (Remote) • Mar 2024 – Present

- Consulted creative studios on improving asset workflows, Unity tool pipelines, and 3D production processes.
- Provided recommendations to boost collaboration and scalability for distributed creative teams.

### 3D Artist — High-Impact Product Visualizations

AMZ4YOU • Germany (Remote) • Dec 2023 – Apr 2024

- Produced photorealistic 3D product visuals for e-commerce and Amazon advertising under tight deadlines.

### 3D Environment Artist — Level Design & Asset Integration in Unreal Engine 5

Fox Code Games • Portugal (Remote) • Jun 2023 – Dec 2023

- Level design within UE5 for an indie shooter game using Unreal Modeling Tools, 3ds Max, and Photoshop.
- Character rigging, animation, and gameplay trailer production.

### 3D Visualizer — Architecture Visualization

Geekshark • Portimão, Portugal • Sep 2022 – Jun 2023

- Real-time and offline architectural visualization in 3ds Max, Unity, Unreal Engine, V-Ray, and Chaos Vantage.

### Team Leader & Quality Supervisor — AR Asset Pipeline

Creators3D / Hexa3D • Tel Aviv, Israel (Remote) • Jul 2020 – Sep 2022

- Led a remote team of 20+ artists across 9 countries ensuring 3D asset quality for Amazon, Wayfair, and Hexa3D AR pipelines.
- Designed feedback and QA systems that bridged technical specs with artist deliverables at scale.

### Senior 3D Artist

CreativeDrive • Florianópolis, Brazil • Apr 2018 – Jul 2019

- High-fidelity 3D modeling for mobile e-commerce: Wayfair, The Home Depot, Amazon, and Material Bank.

### Senior Character Artist & Founder

GeekCats • Curitiba, Brazil • Jun 2009 – Sep 2017

- Own IP: original cartoon brand with 100,000+ Facebook fans and Top Blog award (2010).

### Lead Character Artist

Sylic Games • Curitiba, Brazil • Apr 2003 – Dec 2004

- 3D modeling, texturing, animation, and art direction for game character production in 3ds Max.

## TECHNICAL SKILLS

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**Engines & Real-Time:** Unity (Expert), Unreal Engine 5, Real-Time Pipeline Optimization

**3D & Asset Production:** 3ds Max, Blender, Modeling Tools, LOD/Draw Call Optimization

**Texturing & Shaders:** Substance Painter, Shader Graph (Unity), Material Workflows, V-Ray, Chaos Vantage

**Motion & In-Engine Anim:** After Effects, Adobe Premiere Pro, Unity Animation, Proprietary Rig Workflows

**AI-Assisted Production:** Adobe Firefly, Runway, Kling AI, Heygen

**Tools & Pipeline:** Git, Slack, Monday, Trello, Figma, Maya, Cinema4D, ZBrush, Spine

## EDUCATION

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### Bachelor's in Industrial and Product Design

Universidade Federal do Paraná • 1998 – 2004

### 3ds Max Instructor — Characters, Architecture & Advanced Modules

Cadritech • 1999 – 2004

### Unity Shader Graph: Create Procedural Shaders & Dynamic FX

Udemy — GameDev.tv Team, Chris Kurhan • Mar 2026

## LANGUAGES

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Portuguese (Native) • English (Full Professional) • Spanish (Conversational)

References available upon request.