



# MELANI THENEDY

Concept Artist | Illustrator | 3D Modeler | Product Designer

New York, USA



## PROFILE SUMMARY

Multidisciplinary artist skilled in 2D illustration, 3D modeling, and product design. Experienced in taking ideas from concept to production across games, toys, and promotional media. Proficient with CAD prototyping, industry-standard tools, and Unreal Engine workflows. Passionate about crafting clear and impactful creative solutions.

## SKILLS

### Illustration & Design

Creates illustrations, packaging, product designs, and promotional materials across various media.

### Content Creation

Records and edits product photos and videos; manages photography and social media content.

### Concept Development

Develops visual concepts and translates sketches into CAD prototypes for production.

### 3D Game Art

Trained in 3D modeling, texturing, and asset creation for games and interactive media.

## EXPERIENCE

### 2D/3D Artist

(Design Edge Inc.)

August 2023 - Present

- Created illustrations for packaging, card games, and board game artwork for a variety of clients and product lines.
- Designed and illustrated a promotional poster for my company for the 2024 Toy Fair, highlighting strong digital illustration skills, creativity and attention to detail.
- Produced conceptual artwork, client mockups, and CAD prototypes to support product development and presentations.
- Developed game concepts into production-ready products, including packaging, instructions, and visual assets.
- Redesigned existing toys, translating rough pencil sketches into detailed CAD prototypes for manufacturing.
- Designed website visuals, graphics, and packaging for *Cornhole Shootout*, a Toy of the Year 2024 Finalist.
- Designed base set elements for a show, contributing creative concepts and sketches for the overall set design.
- Manages a product's social media content, photography, and scheduling; produced and edited two separate product advertisement videos.

### Freelance Artist

(Occasional Projects)

- Created a custom portrait illustration for a client using Photoshop and Procreate.
- Designed and rendered a memorial site project in Maya, which was later built in Jogja, Indonesia.

## EDUCATION

### Bachelor of Fine Arts in Digital Production

(Game Art Concentration)

November 2019 - March 2023  
(Graduate)

Gnomon School of Visual Effects - Los Angeles, USA

### Certificate in Digital Film Production

3DSense Media School - Singapore

January 2019 - June 2019  
(Graduate)

### Diploma in Digital Design

3DSense Media School - Singapore

November 2017 - November 2018  
(Graduate)

## CONTACT

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## AWARDS

November 14, 2024

### Toy of the Year 2024 Finalist • Outdoor Product Category

Cornhole Shootout (ABetter Design Company) - Website, Graphics, Packaging Design

March 16, 2020

### Rookies 2020 Finalist

#### • 2D Animation Category

"What's the Hold Up?" Short Movie - Animation Cleanup

## SOFTWARE

- Adobe Illustrator
- Adobe Photoshop
- Autodesk Maya
- Blender
- Zbrush
- Fusion 360
- Unreal Engine 4-5
- Marvelous Designer
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Substance Painter
- Adobe Substance Designer

## ORGANIZATIONS

April 2020 - March 2023

### Gnomon Student Council Secretary

- Recorded meeting minutes and maintained records.
- Assisted in the planning and execution of council activities.

## LANGUAGES

- English (Fluent)
- Indonesian (Fluent)

\*References available upon request.