



MARIANA MIRALLES

2D GAME ARTIST AND ILLUSTRATOR

ABOUT ME

My interest in art, technology, and storytelling made me passionate about video games, fantasy art, and animation. After almost 5 years working in the game industry, I'm persistent in adopting new techniques and tools to improve my skills. I'm eager to work in a new team and make awesome projects together!

CONTACT

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LANGUAGES

Español

Inglés

AWARDS

GOTY - Iron Marines Invasion

CONAVI 2022-01-10

National Game Contest (CONAVI)

Game by Ironhide Game Studio

Culture Founds for Videogames

MEC 2019-10-01

Given by Ministry of Education and Culture (MEC)

Videogames

Scifi puzzle-platformer pc game (still in progress)

Educational Games - 2nd place

CONAVI 2015-11-01

Videogames National Contest

SOFTWARE

Photoshop

Animate

Illustrator

Unity VFX

After Effects

WORK EXPERIENCE

Ssr. Artist

Ironhide Game Studio Jun 2019 - Sep 2023

Software: Animate, Unity

Technical Skills: Illustration, Character Design, Concept Art, Animation, Unity VFX, 2D VFX, Environment art, UI, promo art.

Soft skills: Junior training; problem solving for technical and graphic issues; technical documentation; team management; interaction with developers and game designers.

2D Generalist

Freelance Jul 2012 - Present

Illustration, Portraits, Character Design, Edition, Postproduction, Graphic Design, 2D animation.

Outstanding projects:

2022 Totem Games "Water 2050"

Art Assistance, Illustration and Unity VFX

2019 Music Video "Mil Espadas"

ft. Emiliano Brancchiari

Postproduction assistance and animation.

2014-2015 Coyote S.A. - Promo Add

"Héctor Morishige - Hecho en ISIL" ISIL

Animation, art assistance.

EDUCATION

Private Art Mentorship

Luxidpixul: Adam Duff Sep 2022 - Nov 2022

Private art mentorship with renowned artist Adam Duff. The main focus was in anatomy, color, lighting, and composition.

Traditional Art and Painting Workshop

Continental Art School: Álvaro Fontana 2017 - 2020

Art class by Álvaro Fontana.

Traditional arts such as watercolor, ink, and pencil drawing.

Animation Workshop

John R. Dilworth Apr 2015 - May 2015

Foundational animation workshop by John Dilworth, creator of the popular show: Courage the Cowardly Dog.

Animación Profesional 2D y 3D

Animation Campus 2012 - 2014

Carrera técnica de animación gráfica. Técnicas tradicionales y digitales. Formación oficial en software de diseño de Adobe y Autodesk.