

Mónica María Cases Iranzo

Character Design and Visual Development

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Valencia, Spain

Goal

My goal is to join a creative team focused on the visual development of projects for film, animation, and interactive media. My work focuses on creating cohesive visual concepts, designing atmospheres, and crafting aesthetics that support the narrative.

Experience

<u>"Loop-Runner"</u> (Valencia, Spain)	November 2025 - Present
Character Design/Visual Development/Graphic Design	
Collaboration with the 3D indie short film "Loop-Runner" as a Character Designer, Visual Developer and Graphic Designer.	
<u>"Safo"</u> (Valencia, Spain)	December 2025 - January 2026
Background 2D Artist	
Collaboration with the 2D indie short film "Safo" as a Background Artist.	
<u>BlastAway Studios</u> (Barcelona, Spain)	September 2024 - November 2024
Character Design/Graphic Design	
Internship as a Character Designer and Graphic Designer for video games.	
<u>Frisant Games</u> (Barcelona, Spain)	June 2024 - August 2024
Illustrator	
Collaboration as an Illustrator for video games.	
<u>"En la Misma Onda"</u> (Valencia, Spain)	September 2023 - January 2024
Concept Artist/Production Assistant	
Concept Artist and Production Assistant on the making of a 2D animated short-film.	
<u>"Yungay"</u> (Valencia, Spain)	October 2023 - December 2023
Background 2D Artist	
Collaboration with the 2D indie short film "Yungay".	

Education	Polytechnic University of Valencia (Valencia, Spain) 2020-2025
	Bachelor of Fine Arts

Languages	Spanish (Native)
	English (C1 level)

Softwares	Adobe Photoshop	Microsoft PowerPoint
	Clip Studio Paint	Microsoft Teams
	Storyboard Pro	
	Adobe InDesign	
	Microsoft Excel	
	Microsoft Word	