

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

"Loop-Runner" (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.

"Safo" (Valencia, Spain).

December 2025 - January 2026

Background 2D Artist

Collaboration with the 2D indie short film "Safo" as a Background Artist.

BlastAway Studios (Barcelona, Spain).

September 2024 - November 2024

Character Design/Graphic Design

Internship as a Character Designer and Graphic Designer for video games.

Frisant Games (Barcelona, Spain).

June 2024 - August 2024

Illustrator

Collaboration as an Illustrator for video games.

"En la Misma Onda" (Valencia, Spain).

September 2023 - January 2024

Concept Artist/Production Assistant

Concept Artist and Production Assistant on the making of a 2D animated short-film.

"Yungay" (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