

LUNA MIRANDA

Art Direction · Character Design · Illustration

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SUMMARY

I'm a multidisciplinary Mexican designer, character concept artist with a background and degree in industrial design, passionate about the possibilities of animation as a storytelling tool. I love creating expressive characters that capture and communicate a sense of life and emotion, as well as collaborating with people from different disciplines, mixing art and technology in order to create new ways to inspire and connect with others.

WORK EXPERIENCE

MDorable | May 2025 – December 2025

Art Director, Illustrator | Nevada - Veracruz (Remote)

- Rebranding new IP including 3 main characters, outfits and props, ensuring top quality with high attention to detail.
 - Attends weekly virtual meetings and continuously communicates with the team to maintain schedule and deadlines.

Frida & Friends - Project Pitch | July 2025 – October 2025

Art Director, Character Designer | UK - Veracruz (Remote)

- IP Visual Development of 3 distinct potential styles of 5 main characters for new preschool show created by Henny Hardy.
 - Efficiently communicates in meetings with show creator and incorporates feedback from executive producer and team.

Ornamental Publishing | August 2024 - September 2024

Designer, Illustrator | Illinois - Veracruz (Remote)

- Created and presented 6 different design alternatives inspired by Mexican culture for commercial use.

Walt Disney TV Animation | April 2020 – April 2024

Character Designer (TN Visa) | LA - Veracruz (Remote)

- Proposed visually creative solutions and worked on 100+ characters, outfits, turnarounds, expression sheets and special poses for 3 seasons of Mickey Mouse Funhouse.
 - Captured the personality and life of 30+ characters on average per season by integrating feedback from weekly meetings with directors and the art team, ensuring alignment with the show's creative vision.
 - Consistently met production deadlines, finalizing on average 3+ designs per episode while preserving the show's established style throughout 60+ episodes.

Roar Magazine | July 2019 – August 2019

Illustrator | NY - Veracruz (Remote)

- Sketched and illustrated 3 pages for issue #4, for their multicultural experience story 'Balagan, Balagan' written by Mimi Meyers.

The Wish - Short Film | March 2019 – April 2019

Character Designer | LA - Veracruz (Remote)

- Designed 3 main and 3 supporting characters of The Wish, written by Regan Patterson.
 - 2020 Indie Short Fest Los Angeles Film Festival Award Nominee and Hollywood Screenings Film Festival Semi-Finalist.

Agencia T23 | September 2017 – May 2020

Senior Designer | Illustrator, Web and Motion Graphics Designer | Veracruz, MX

- Illustrated and designed social media and marketing content, motion graphics elements and websites for 15+ brands like Acuario de Veracruz, Acuario Michin, Hotel Mocambo, Hospital Millenium, Honda, Harley Davidson, among other clients.

EDUCATION & AWARDS

CTNX Creative Talent Torsten Schrank Partial Scholarship Recipient | 2025

Monterrey Institute of Technology and Higher Education | May, 2017

Industrial Design, Bachelor Degree | Querétaro, Mx

- GPA: 4.0 High Performance Program Member and Academic Excellence Scholarship Recipient
- Entrepreneurship Intern and Design Department Intern.
- Successfully completed ITESM's Leadership and Management Skills Course

SKILLS & INTERESTS

- Skills: Planning, Concept Development, Sketching, Illustration, Photo and Video Editing, Teamwork, Adaptability, Fast Self Learning
- Software: Photoshop, Illustrator, Indesign, After Effects, Solidworks, Final Cut Pro, Procreate, Office, Mac OS
- Interests: Watching films, Reading, Hiking, Neuroscience, Health & Wellness, Entrepreneurship, Personal Finances
- Languages: Spanish (Native), English (Fluent, Full Working Proficiency, TOEFL 647), French (A2)