



Hi! 🙋 I'm Miguel.
And I'm a Game Artist.

Miguel Manderschied Best, 35 | Stockholm, SE

Call me at +46 762 955 614 or write me at hi@miguelsportfolio.com.

www.miguelsportfolio.com

Professional Experience

Game Artist-Developer @ Tokoro

Solo development of a 3D platformer game, in Unity.
Creation and implementation of UI for clients' games, also in Unity.

Started Aug 2020

Until Now

Game Artist @ MAG Interactive

Prototyping, production and implementation of graphic assets for a single-player trivia game, made in Unity.

Started Feb 2018

Ended Sep 2018

Game Artist @ FEO Media

Production and implementation of graphic assets for a single-player word game, made in Unity.

Started May 2017

Ended Feb 2018

Art Director @ FEO Media

Oversight of all art-related content and pipelines across multiple games.
Production of visual assets for multiple games.

Started Sep 2016

Ended May 2017

Graphics Team Lead @ FEO Media

Conduct of daily stand-ups, performance reviews and salary negotiations.
Production of marketing and in-game assets for various games.

Started Mar 2015

Ended Sep 2016

Frontend Developer @ S4K Research

Development of responsive email templates for various clients.

Started Mar 2014

Ended Mar 2015

Other experience:

Graphic and Web Designer @ Nordic Web Group | Graphic Designer @ Miguel's Art (Self-employed) | Flash Tutor, Intro Multimedia Tutor @ SBCC

Main Skillset



Other skills:



Education

A.A. Degree, Multimedia Arts @ Santa Barbara City College

Graduated 2011

High School Diploma, Arts @ Maria Lamas High School

Graduated 2008

Languages



Portuguese
Fluent



English
Fluent



Swedish
Intermediate