

Mira Solen

Character Designer & Illustrator

mirasolen.art · hello@mirasolen.art · Bergen, Norway (remote-friendly)

PROFILE

Character designer and illustrator with six years of experience building appealing, production-ready casts for games and picture books. I work in flat, shape-driven vector styles with soft silhouettes and small palettes, and I deliver complete packages: turnarounds, expression and pose sheets, color studies, and final key art. Currently expanding into 2D animation.

EXPERIENCE

Character Designer (freelance) — Lantern Games

2024 — present

- Designed the full cast for an unannounced cozy adventure title: 12 primary characters with turnarounds, expression sheets, and palette bibles.
- Partnered with the animation team on model simplification, cutting average rig cleanup time per character.
- Delivered marketing key art used in the publisher pitch deck and storefront pages.

Illustrator — Bramble Press

2022 — 2024

- Illustrated two picture books end to end (40+ spreads), from thumbnails through final texture passes.
- Built a reusable color-script workflow that kept both books inside a single seven-hue palette.

Freelance Illustrator — self-employed

2019 — 2022

- Client work across indie games, board games, and editorial: character vignettes, spot art, and cover illustration.
- Grew a commission practice into a stable roster of returning studio clients.

SKILLS

Software

Photoshop · Procreate · Clip Studio Paint
Illustrator · Inkscape · After Effects (learning)
Blender (learning)

Specialties

Character design & shape language
Turnarounds, expression & pose sheets
Limited-palette color scripts
Picture-book illustration

EDUCATION

BFA, Illustration — Askeladden College of Art & Design

2015 — 2019