# Sebastián Mira

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I'm a multimedia artist interested on archival and representational practices in the digital world, whose work explores the virtual manifestations of landscape, the relationships between physical and virtual spaces, and the methods of depicting objects, places and beings through screens. I work between Bogota and the wwweb, making gamified experiences such as art exhibitions, handmade websites and 3D visualizations.

## Skills 🛠

Videogame development (Unity).
3D visualizations (Blender + Aframe).
Web development (.html + .css + .js + Figma).
Video editing (Adobe Premiere + DaVinciResolve).

## Projects 📊

### Wiiiifiuuuu
Jul - Nov 2022
Game designer
Level desing for mobile videogame, for the exhibition "Inaudito Magdalena 46 SNA".
Commisioned by Ministerio de Cultura de Colombia.

### OS Lurker
Apr - Sep 2022
Game designer
Level desing for text-based online videogame, for the exhibition "Postponed Until Further Notice".
Commisioned by Marijn Bril & Creative Industries Fund NL.

### Greener than blooming gardens, yet sterile than plastic lawns
Ago - Dec 2021
3D environment artist
Concept art, level design and camera animation for digital video, for the exhibition "fanegada.online".
Commisioned by Ministerio de Cultura de Colombia.

### Hardware Emocional
Mar - Apr 2021
Web developer
Full stack development (.html + .css + .js + A-frame) for the exhibition "Hardware Emocional".
Commisioned by Nmenos1.

## Professional Experience 💼

3D artist + Game Developer
Jun - Jul 2023
StepMania Modder + Concept art, modelling and camera animation for digital video in Johnson & Jeison's project "Conductor pero no chófer".
Commisioned by Galeria Santa Fe & MAMU.

3D artist
Jan - Jun 2023
Concept art, modelling and camera animation for digital video in Luisebastián Sanabria's project "Temporada de Eclipses".
Commisioned by MSD & MAMM.

3D artist
Jan - Mar 2023
Concept art, modelling and camera animation for digital video in Christian Salablanca's project "Pies de Nopal".
Commisioned by Gasworks.

3D artist
Oct - Nov 2022
3D modelling and camera animation for Juan Echeverry's project "Bajo tu manto me oculto".
Commisioned by Paraiso Fiscal.

3D environment artist
Apr - Jun 2022
Level design, lighting and camera animation for digital video in Luisebastián Sanabria's project "BABA".
Commisioned by the Artist's Programme from the University Torcuato di tella.

Web developer
Sep - Dec 2021
Full stack development (.html + .css + .js) for Juan Guillermo Tamayo's project "Cuasi cincuenta déstos".
Commisioned by Museo de Arqueologías de las Desobediencias Sexuales.

Web developer
Oct - Sep 2021
Front-end development (.html + .css + .js) for Luisebastián Sanabria's project "Circuitos de cercanía".
Commisioned by Ministerio de Cultura de Colombia.

3D artist
May - Jul 2020
Deepfake avatars + animation for digital video in Guim Camps' project "Sindicato Virtual de Mods".
Commisioned by La Capella + Museo La Tertulia.

3D artist
May - Jul 2020
3D modelling and motion for digital video in Christian Salablanca's project "wī(ə)rləs".
Commisioned by PIVO.