

# Mina Mani

## Concept Artist & Matte Painter

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**Website:** [www.minamani.com](http://www.minamani.com)

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### Skills

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**Concept Art**  
**Matte Painting**  
**UI Design**  
**Lighting**

**Digital Painting**  
**Background Design**  
**Visual Development**  
**Texturing**

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### Professional Experiences

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**Marketing Artist & UI Designer** / 2017 – 2018  
Tilting Point-New York

**Concept Artist & UI Designer** / 2015 – 2016  
Arvand Studio-Tehran

**Guest Lecturer in Digital Image Editing** / 2015 – 2016  
Linköping University-Tehran

**Matte Painter & Concept Artist** / 2013 – 2014  
Lemon Studio-Tehran

**Concept Artist** / 2013 – 2014  
VII Sang Studio -Tehran

**2D Digital Artist** / 2012 – 2011  
CG Blue Planet-Tehran

**Matte Painter & Background Artist** / 2011 – 2013  
Diox Animation Studio-Tehran

**Background & Texture Artist** / 2009 – 2011  
Sima Pardazan Animation Studio-Tehran

**2D Modeller, Lighting & Rendering Artist** / 2008 – 2009  
Green Magic Studio-Tehran

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### Softwares

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**Adobe Photoshop** / Advanced  
**Nuke** / Basic  
**Maya** / Basic

**Corel Painter** / Advanced  
**3D Studio Max** / Basic  
**CSS-HTML** / Basic

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### Education

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**Digital Art in Game Development - Certification** / 2011 – 2014  
Iran Game Development Institute

**Applied Mathematics - Bachelor of Science** / 2004 – 2008  
Amirkabir University of Technology

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### Awards

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**Golden Deer for “Guns & Heroes”** / 2017  
Iran’s Computer Game Festival  
Best 2D Art in Mobile Games