

Maria Mercedes Espinal

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🌐 <https://orangeglowgames.github.io> | 🐦 @orangeglowgames

English, Spanish, Korean – U.S. Citizen

Profile

Multidisciplinary creative with a global background in visual design, digital storytelling, and immersive media. Passionate about curating unforgettable experiences through strong aesthetics, emotional impact, and dynamic visual language. With experience across game development, scientific research, and cultural outreach, I bring a unique blend of creativity, precision, and cross-cultural communication – ready to support artists and elevate their vision in the entertainment industry.

Education

Kangwon National University | Chuncheon, South Korea

Masters in Bio-Systems Engineering (*Ongoing*)

→ Collaborative international research & presentation experience in Korean academic environments.

Florida International University | Miami, Florida

Bachelor of Science in Biological Sciences, Bachelor in STEM Education (*2020*)

→ Emphasis on visual data interpretation, public communication, and scientific creativity.

Experience

OrangeGlow GAMES – Indie Creative Director & Digital Artist | Miami, Florida

Jan 2023 – Present

- Directed full pipeline of stylised content from concept to execution across digital platforms.
- Created compelling visuals (characters, environments, UI) designed for emotional storytelling and engagement.
- Led branding efforts for original IPs and collaborations, ensuring consistency and creative voice.
- Designed commissioned visual assets tailored to diverse client aesthetics, balancing style and message.
- Specialised in whimsical, vibrant design aligned with youth and pop culture sensibilities.

Creative Research Assistant – Kangwon National University | Chuncheon, South Korea

Feb 2021 – Dec 2022

- Presented research visually through infographics and published illustrations in international journals.
- Contributed to interdisciplinary project teams requiring multilingual communication and creative problem-solving.
- Co-authored published works; adapted complex topics into compelling visuals for public and academic presentation.

Outreach & Visual Content Organiser – FIU Biology Program | Miami, Florida

Jan 2015 – May 2020

- Designed educational visuals and event posters to promote environmental awareness in public spaces.
- Coordinated student-led media projects and live presentations, helping amplify youth voices in science.
- Worked with photography, 3D modelling, and live documentation for student projects and community engagement.

Creative & Visual Projects

- OrangeGlow GAMES: Curated original branding, digital marketing assets, and cover art.
- Itch.io Portfolio: Developed and showcased original games with custom-designed visual interfaces and immersive narratives.
- Photography & Styling: Shot and edited promotional stills for indie projects and community events using 3D modelling techniques.

Published Work Highlights

- International Journal of Bio-Printing – Visual contributor & co-author
- SMALL (Journal) – Visual interpretation of nanorobotic design for bio-interfaces
- Springer Textbook, Chapter 11 – Illustrated breakdown of nano-diagnostics process

Technical & Creative Skills

Visual Tools: ProCreate, Blender 3D, Unity (UI & Animation), Microsoft Office

Languages: C#, English (native), Spanish (native), Korean (TOPIK 4)

Creative Strengths: Art direction, aesthetic design, branding, visual storytelling, multicultural collaboration

Soft Skills: Fast learner, emotionally aware communicator, passionate about helping others shine