



Micaela Arslanian

London, UK

Find my work at:

micaelaarslanian.com

<https://github.com/micaelaarslanian>

Contact me:

micaelarslanian@gmail.com

+44 7495 994245

Work Experience

Front-end Developer & Visual Designer | ARS studio • London, UK

Dec 2023 - Present

Specialized in web design and UX, helping clients create user-friendly, visually appealing digital experiences. I produced engaging motion graphics videos, developed cohesive branding materials, and crafted social media assets to increase online engagement.

Assisted small businesses in refreshing their websites to enhance reach and impact. My work is aimed to elevate user experiences and deliver strong, effective visual communication across platforms.

Layout Technical Director | Framestore • London, UK

Jun 2021 - Nov 2023

Involved in a wide range of tasks such as determining the position of a virtual camera by observing and analyzing the sequence of shots, considering framing, composition, camera angle, camera path and movement, and lighting of each key scene.

Blocking the scene's 3D geometry, characters, and animating 3D rigs. Enabling other VFX artists to have a basis for shot construction later in the production pipeline, and constantly communicating with other departments.

Films: Fantastic Beasts: The Secrets of Dumbledore, Thor: love and thunder, Guardians of the Galaxy Vol.3

Episodic: The Crown Season 5, Moon Knight

Immersive: Fantastic Beasts Tokyo Creature Creation Station ride

Advertising: Swarovski Holiday | Open The Wonder 2022, Sky Sports. The Greatest Show on Earth

3D Generalist | Goodbye Kansas • London, UK

Mar 2020 - June 2021

Supervising by making sure there was world-space continuity across all shots. Animated virtual cameras to recreate the exact same translation and rotation transformations from the physical camera and lens distortion used on the set, realistic character animation and object animation,

Proposed innovative set extension modeling, basic asset creation, and lighting CG environments.

UI & UX Designer | Yapily • London, UK

Feb 2019 - Feb 2020

Ideated original graphic designs (3D and user interface assets), gathering and evaluating user requirements, in constant collaboration with product managers and engineers, illustrating design ideas using storyboards, process flows and sitemaps, establish branding style standards on fonts, colors and set of images.

Designed brand guidelines, implemented numerous animations (both to display UX flows for the website, and also educational videos to explain in simple terms what services the company offered). Designed banners, flyers, pitch decks and editorial pieces for numerous events.

Visual & Motion Graphics Designer | FW TV · Buenos Aires, Argentina

Feb 2018 - Jun 2018

Prepared and presented design plan, concept and layout for a series or section, create enticing motion graphics for video deliverables (to be displayed in mobile and web), generated graphic content such as key visuals, sweeps, openings, sockets, credits and the entire graphic package that a program needs for broadcast (logo, image editing, visual assets, color palette, typography) as well as for social media.

Worked with editors, producers and other designers to resolve technical and/or design issues, participated in brainstorming session to share new design perspectives and ideas.

Tooling

- HTML / CSS / Javascript / React / Bootstrap / jQuery / Node / PostgreSQL
 - Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere, XD, InDimension, InDesign)
 - Autodesk Maya, Houdini, ZBrush, 3D Equalizer, Substance painter, Nuke, Blender, Cinema 4D
 - Figma, FigJam
 - Microsoft Office 365
-

Education

- BSC Computer Science
University of London. 2021
- BA Graphic Design
Universidad de Buenos Aires. 2017

Certifications

- The Complete Web Development Bootcamp
Udemy. 2024
- Google IT Support Professional Certificate
Google. 2024
- Extended Reality Specialization
University of Michigan. 2021
- Interactive Telecommunications Programme Camp
NYU Tisch. 2020