MIRANDA PELLEGRINO

NARRATIVE DESIGN & CREATIVE ARTS

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PROFILE

Miranda is an imaginative professional with over two decades of experience spanning creative, technical, and academic writing with a robust background in digital media, graphic design, and illustration. As a native and fluent English speaker, Miranda has carved out a successful career as a junior narrative writer, consistently surpassing goals and expectations and demonstrating her prowess in crafting compelling narratives. Her adaptability and eagerness to collaborate make her a valuable asset to any team working on future projects.

PROFESSIONAL

TECHNICAL GAME NARRATIVE DESIGNER (May 2023 – Present)

Nesting Games, Québec, QC CA

- Pitch, write, edit, revise, and peer review quest storylines, branching dialogues, cinematics scripts, character backgrounds, barks, onos, and various narrative elements for a new IP (a single-player action RPG).
- Collaborate with Level Designers, Artists, Realization, and other departments to create a cohesive vision according to Quest Design Documents, Narrative and Creative Directors.
- Create compelling player-driven choice-based content true to the characters' motivation and personality.
- Present quests pitches, character backgrounds, and other content to Producers, Creative Directors, and other departments.

VISUAL ARTS AND DESIGN EDUCATOR (May 2019 – April 2023)

Resiliency Preparatory Academy of the Fall River Public Schools, Fall River, MA USA

- Designed and taught art and design curriculum for at-risk youths, ages 11-22 in grades 6 –
 12 for classes of up to 26 behavioural students. Immediately adapted and modified daily
 lessons for behaviour management and social emotional learning.
- Curriculum includes 3D modelling, 3D design, 2D animation, VR sculpting, digital art, digital
 photography, digital editing, illustration, typography, painting, sculpture, collage, mixed
 media, and drawing.
- Developed partnerships with local non-profits and worked collaboratively to organize and implement a city-wide art contest and outside student work.
- Exceeded student learning and professional practice goals utilizing new technology to create engaging and impactful lessons. Improved student outcomes on writing and creative efforts through exploration of artistic processes.

FREELANCE ILLUSTRATOR (June 2004-May 2019)

MLP-Art, New Bedford, MA USA

- Developed branded logos, websites, and various marketing materials for clients, managing multiple projects at a given time, and meeting deadlines.
- Created polished illustrations and paintings using digital and traditional media for client commissions. Sold artwork in local art galleries, art festivals, online, and at various conventions across the Northeast United States.

TECHNICAL SKILLS



EDUCATION

Master of Art Education GPA: 3.7/4.0 (May 2022) UNIVERSITY OF MASSACHUSETTS: DARTMOUTH, Dartmouth, MA USA

Bachelor of Fine Arts in Visual Design: Illustration GPA: 3.8/4.0 (May 2016) UNIVERSITY OF MASSACHUSETTS: DARTMOUTH, Dartmouth, MA USA

Associate of Science in Multimedia and Web Design GPA: 3.9/4.0 (March 2009) NEW ENGLAND INSTITUTE OF TECHNOLOGY, East Greenwich, RI USA

SOFT SKILLS



LANGUAGES

Fluent / Native in English; Elementary Proficiency in Spanish and Portuguese, Learning French