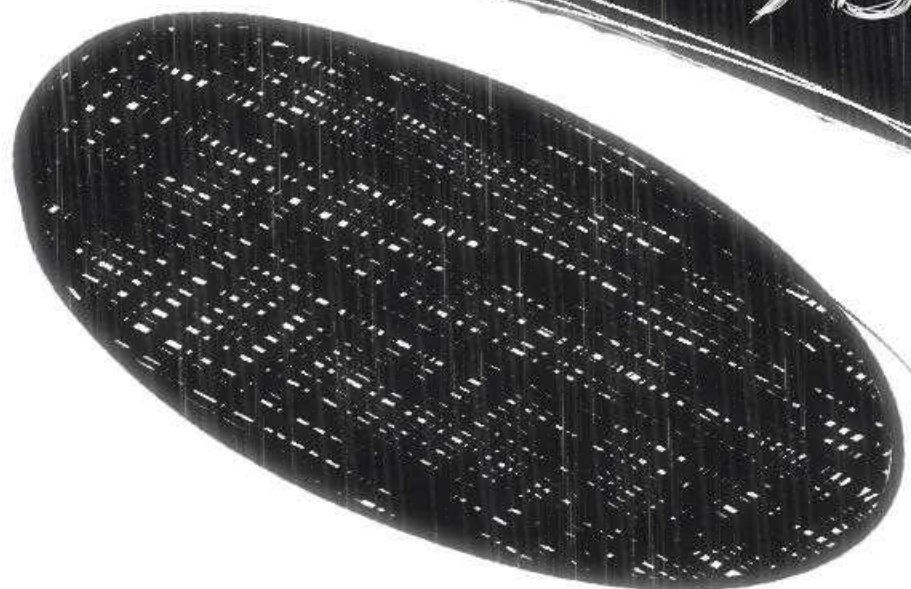
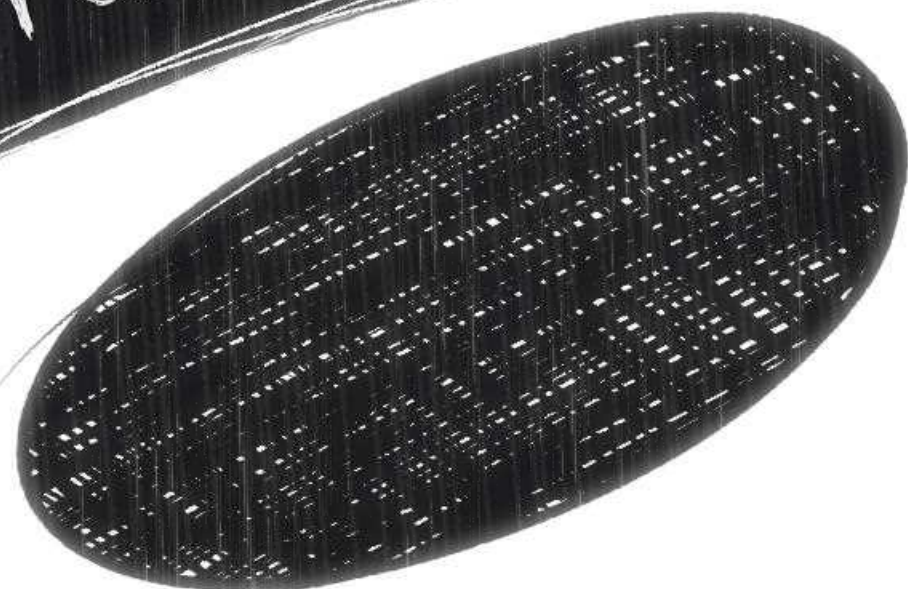


Portfolio

2024

Illustration - 2D Animation - Storyboard









Martina
Iriquin

Contact me:

✉ martina.iriquin@gmail.com

   Martina Iriquin

 [maririquin](https://www.instagram.com/maririquin)

Hi!

I'm a recently graduated
Multimedia Designer.

I love working on games and
illustrations where I can
put into practice my love for
2D Animation and metafiction.

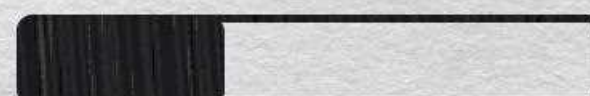
Education:

- Facultad de Artes UNLP,
Degree in Multimedia Design
(2018-2023)
- Facultad de Artes UNLP,
Degree in Visual Arts
(2024-present)
- Escuela de Animación y Artes
Digitales (ESCAAD), Toon Boom
2D Animation Course
(April 2022 - July 2022)

Languages:

- Spanish (native)
- English (C1)
- Japanese (N5)

Software Skills:



Experience:

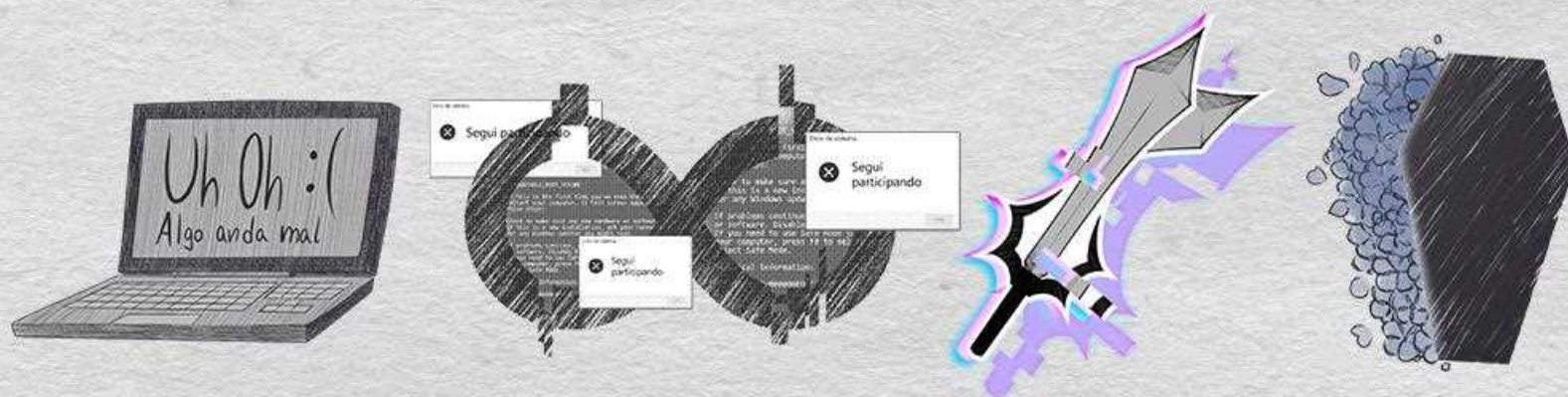
- Freelance Artist
(2017 - present)
- Illustrator, merchandise artist
and organizer for independent
fanzines



Luto
videogame

Luto is a metafictional experience made for the Artimañas Festival as my thesis. On it's physical version, the players had to enter a life sized coffin to "take the place" of it's main character, whose role in the game story has already ended.

Interacting outside of the game window and talking to the characters via a chat system, the player can obtain different endings depending on how well they helped them with their grieving process.



Role:

Illustrator, programmer,
video editor, game design

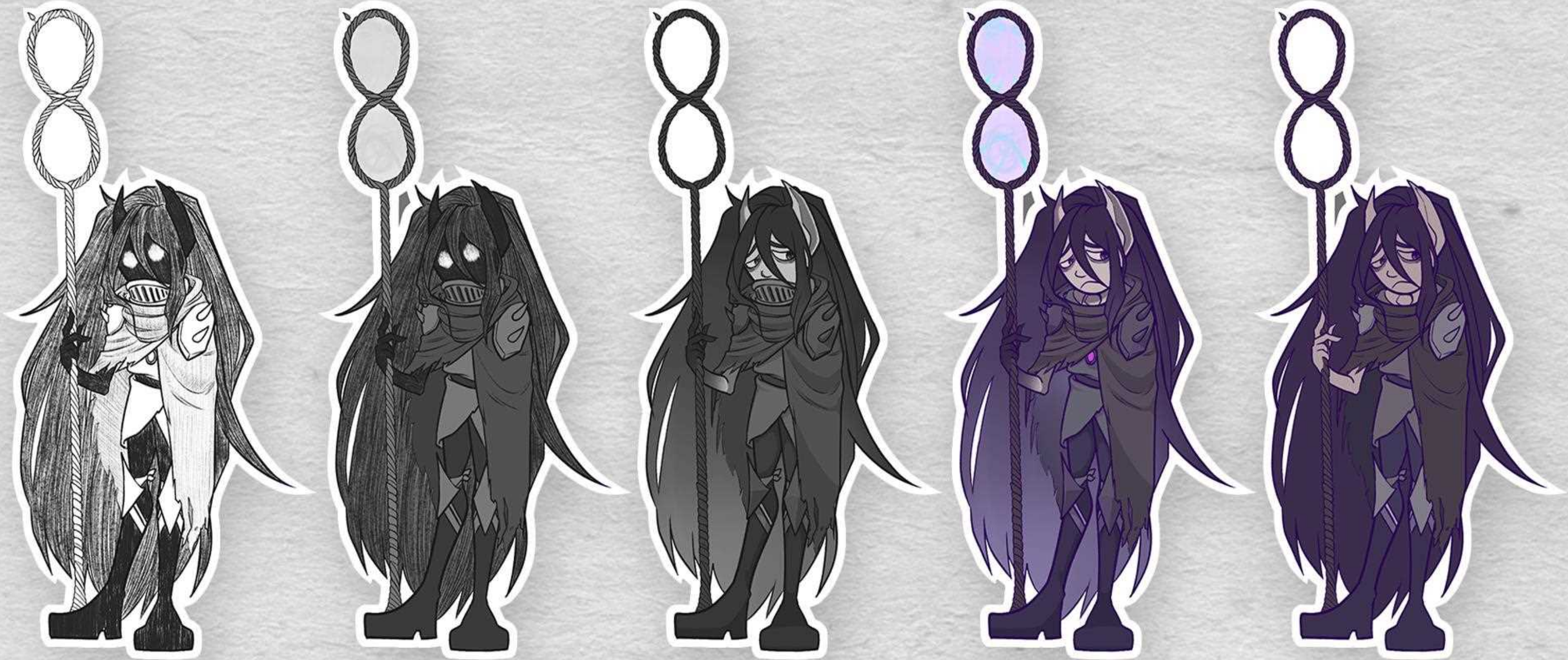
Softwares used:



Concept Art - Helena

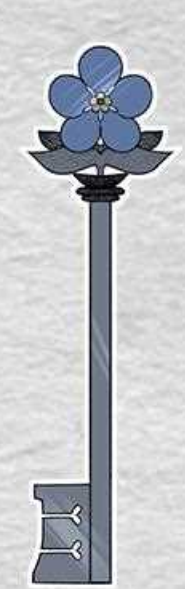


Concept Art - Magalí



Sprites







Threacky Balance

videogame

Threacky Balance is a game made for the Global Game Jam 2024: Make Me Laugh.

In this 3 person co-op game, players need to help Marmolado, Bizcochito and Chipá keep their balance long enough for them to reach their goal.



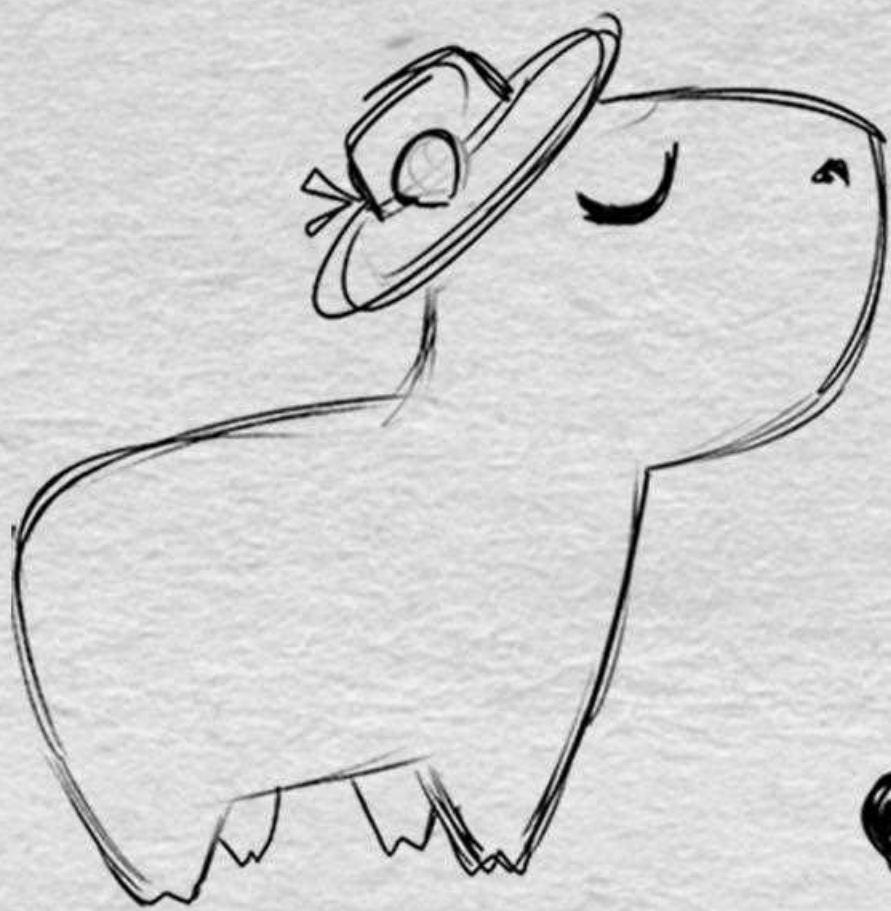
Role:

Character animations,
Character Design,
Video Editing

Softwares used:



Concept Art



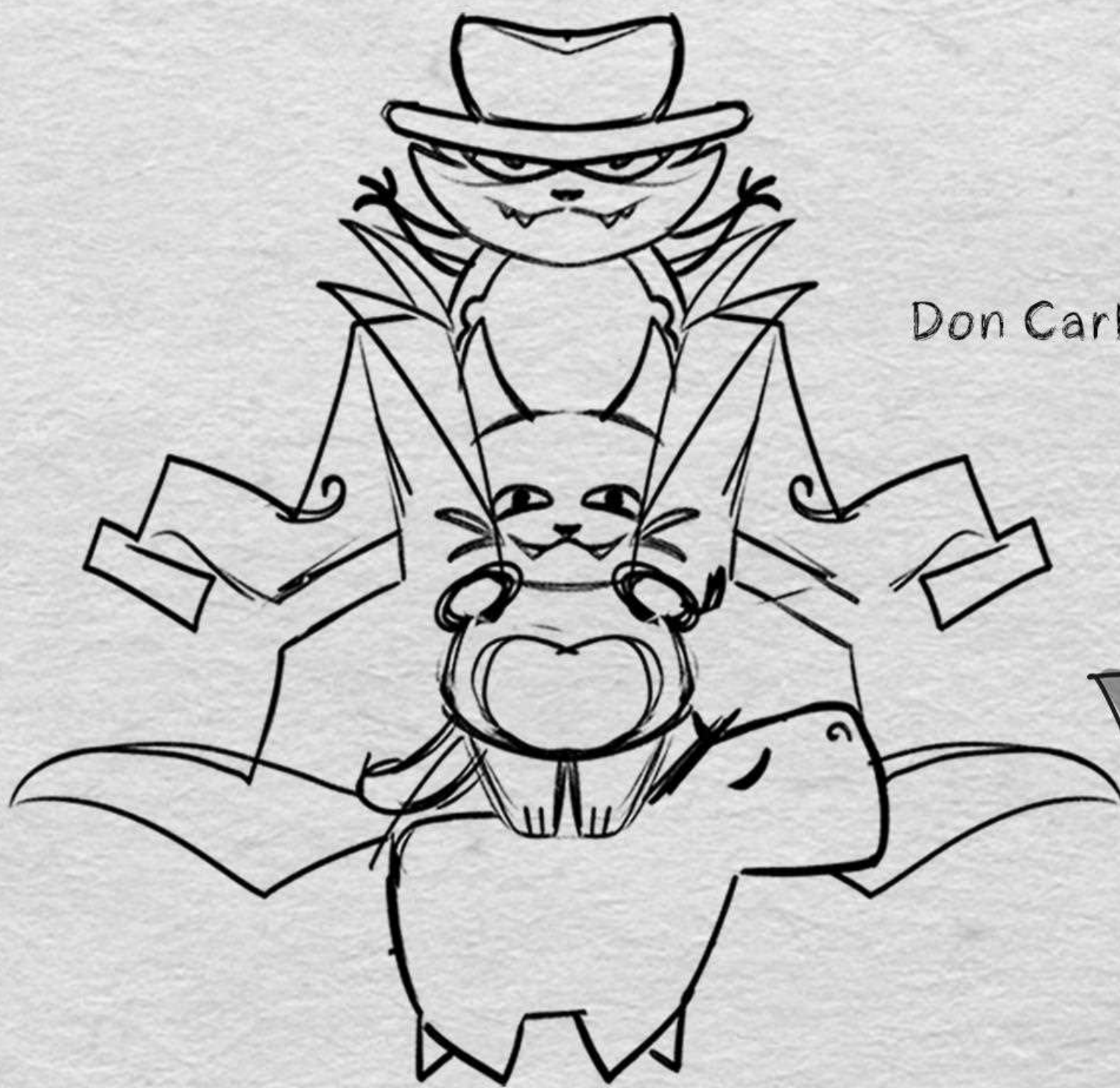
Chipá



Bizcochito



Marmolado



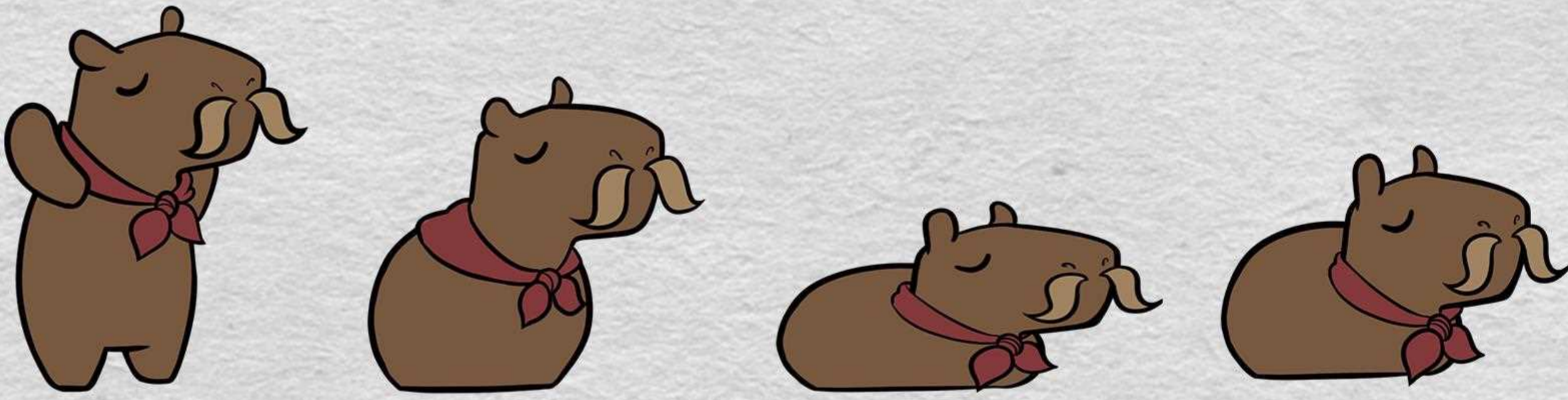
Don Carlos Oskar



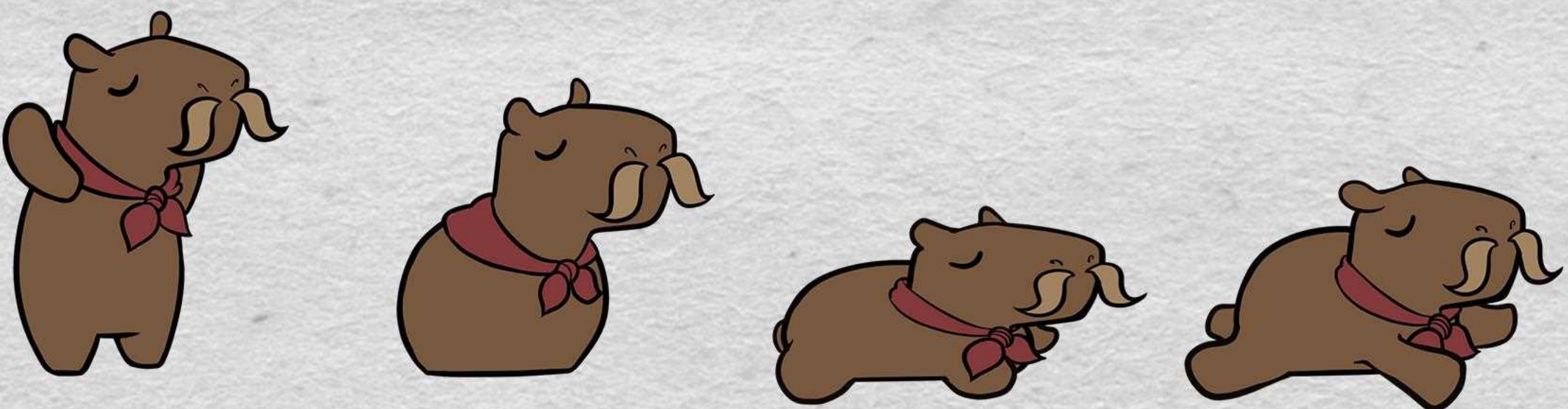
Final Designs



Flatten



Fall





Lo que no decimos

animated short film

Lo que no decimos is a 2D animated short film for the Animation Seminar.

Marcelo and Lucas, a father and son, get their nightly routine interrupted by terrible news. Desperate to protect his son from their harsh reality, Marcelo engages with Lucas fantastic imagination.

Watch me



Role:

Storyboarder,
Background Artist

Softwares used:



Backgrounds





Pando:

el amanecer de la caña
videogame

Pando: el amanecer de la caña was made for the Global Game Jam 2023: Roots.

The objective is to help Pando correctly identify which zones of his garden have been infected by his worst enemy, reeds, before it's too late.



Role:

Main Character
Animator



Softwares used:



Character Animations

Dig



Idle



Jump





Thank You!

Contact me:

martina.iriquin@gmail.com

Martina Iriquin

maririquin