

Esthefania Morantes

Game Designer and Illustrator



Hello there!

Game Designer & Graphic Designer with 7+ years of experience delivering high-fidelity UX/UI design, motion graphics, digital illustrations and videogames. Currently completing a Master of Animation, Games and Interactivity, I combine a professional agency background with technical proficiency in Unity (C#) and the Adobe Creative Suite.

I specialize in transforming complex ideas into functional, interactive narratives, from initial prototyping and wireframing to polished outcomes. I am a collaborative team player with a strong foundation in iterative design. I thrive in fast-paced environments, ensuring that visual aesthetics and core game mechanics work in harmony to deliver a seamless user experience.

Education

Masters in Animation, Games and Interactivity 2025 - Present

Royal Melbourne Institute of Technology

Bachelor's in Graphic Design

2020 – 2024

Fundación Universitaria del Área Andina

Technical skills

Unity, C# coding, Adobe Creative Suite: Illustrator, Photoshop, InDesign, Premiere Pro, After Effects, Toon Boom Harmony, Microsoft 365 (PowerPoint, Excel, Word), Figma, Framer, Canva, Procreate, Google Workspace, TouchDesigner.

Languages

Spanish Native **English** C1



Experience

Game Designer, *The Last Shift*

July 2025 – Present

Senior Graphic Designer, *Bavana Partners*

Dec 2024 - Present

- **Led social media strategies**, increasing audience engagement and brand visibility by bridging stakeholder requirements with public-facing narratives.
- **Designed brand identities and digital assets**, including web design, brochures, and interactive proposals to ensure consistent visual storytelling.
- Produced dynamic motion graphics and animated content for social media, enhancing storytelling and increasing audience interest in company services.

Game Designer, *Pup Up!*

July 2025 – Dec 2025

Interactive Designer, *Where have you been?*

Aug 2025 – Nov 2025

Interactive Designer, *Love Me, Love Me Not*

Feb 2025 – June 2025

Social Media Manager, *RMITV*

Feb 2025 – June 2025

- **Managed social media strategies for TV productions The Tune Up and Evenings with Janine, developing cohesive visual identities to increase audience reach.**
- Collaborated with directors and producers to ensure digital content remained consistent with each show's specific tone, voice, and target demographic.
- Facilitated internal content creation by engaging production team members in the creative process, fostering a fun and authentic brand presence.

Illustrator, *Freelance*

Apr 2019 – Dec 2024

Graphic Designer, *Mooba Agencia*

Dec 2023 – Dec 2024

- **Executed digital marketing campaigns across social platforms**, collaborating directly with CEOs and cross-functional teams to drive brand engagement.
- **Directed the "El Libro Mágico" project**, supervising the illustration and production of a branded didactic coloring book for children, providing creative direction and quality control to ensure brand alignment across all designated projects.
- Led visual system refreshes for multiple brands, including the UI/UX redesign of an internal corporate platform to improve partner and employee connectivity.

The Last Shift.

Fighting game where you can fight the fast food industry from the perspective of an employee

Lead Game Designer & Developer

July 2025 – Present

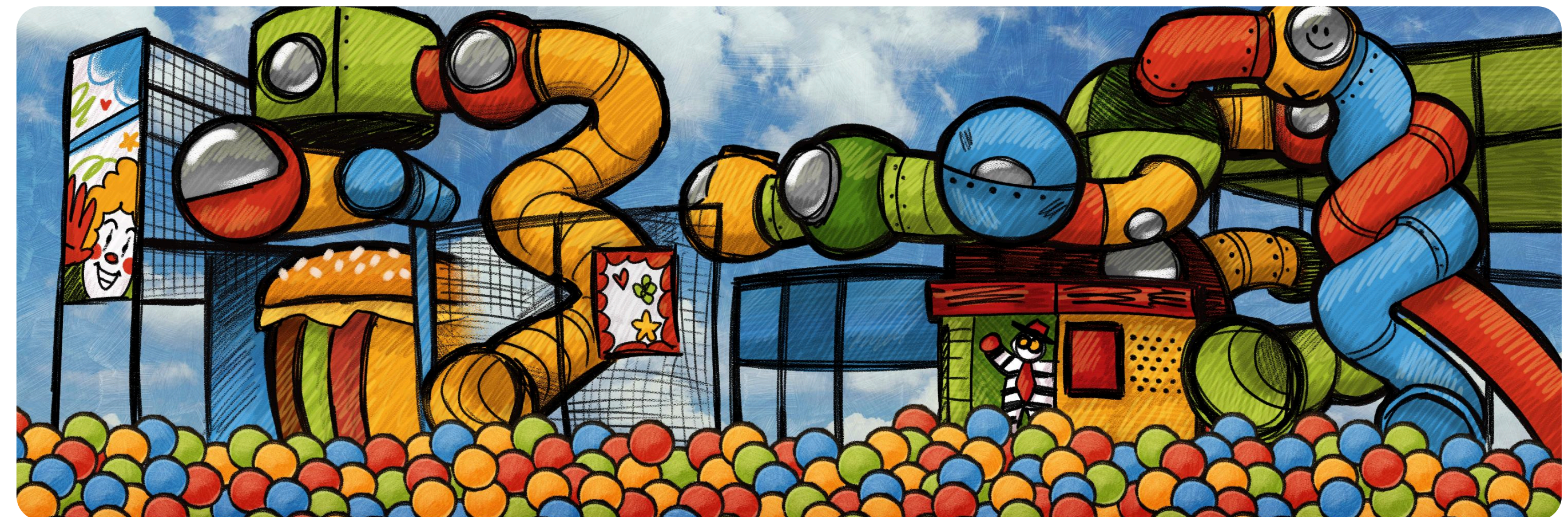
How could the mechanics and phases of a boss battle be used as metaphors of layers and transformation for Social Commentary about the fast food industry and capitalism?

Each defeated phase peels back another layer of the system, with environments transforming from corporate branding to the crude truth behind their operations, while characters mutate from appealing mascots into grotesque entities. This work establishes how boss battle phases serve as effective metaphors for examining layered social issues such as capitalism and industrialization, demonstrating that in-game progression, character transformation, and environmental evolution function as powerful tools for social critique.

Recognized with "Best in Show" at the MAGI Expo: ORBITS 2025 for excellence in player engagement, innovation, and presentation.

[Watch the Gameplay Trailer](#)

[Read more here](#)

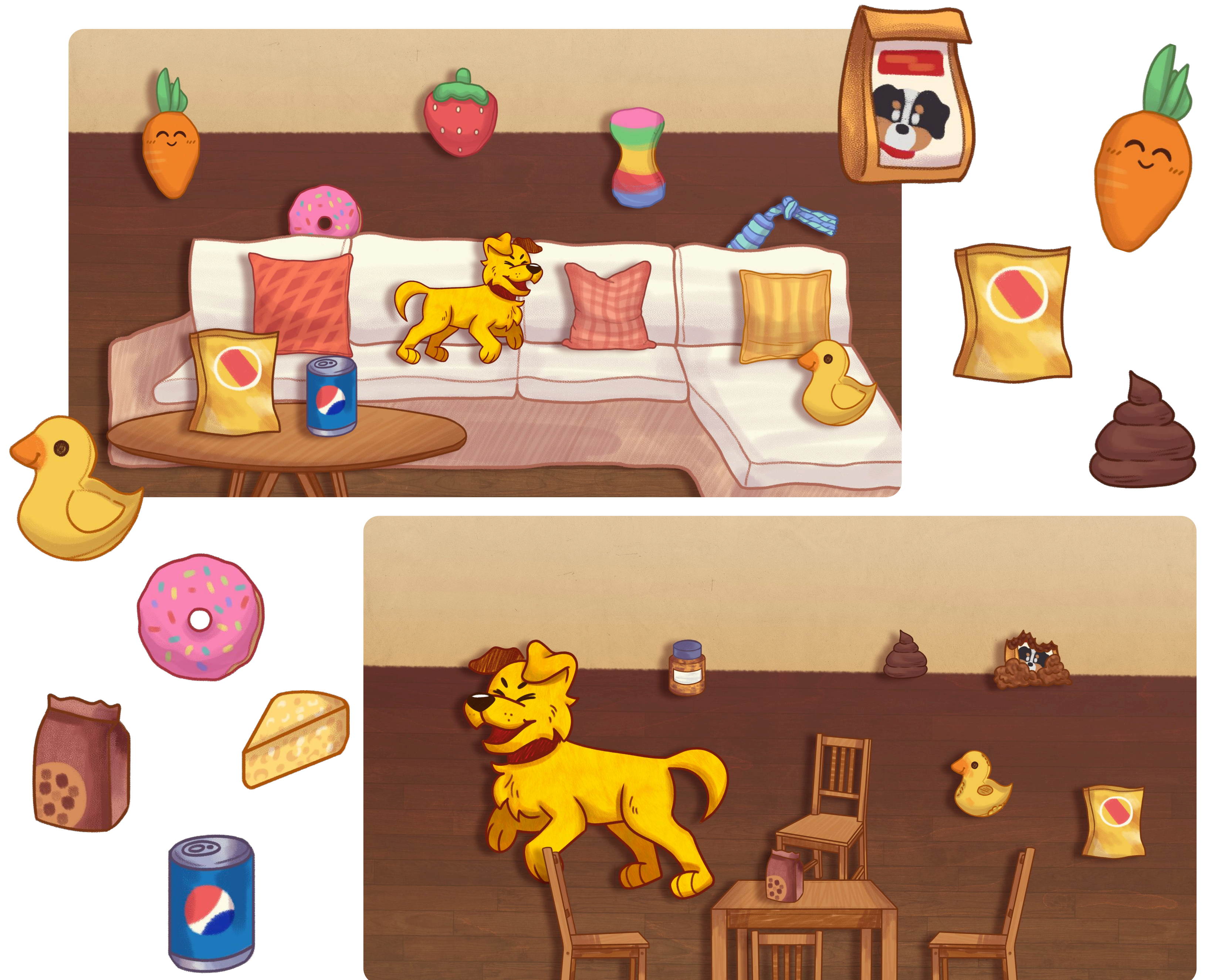


Making of Pup Up!

Lead Game Designer
& Developer
July 2025 – Dec 2025

- **Developed a 2.5D sandbox prototype in Unity,** managing the full process from initial concept and pre-production to a playable build.
- Resolved 2.5D perspective and collision challenges through an iterative design process based on direct player feedback.
- **Illustrated a State Library for visual assets,** creating interactive objects that evolve and react to player actions to increase immersion.
- Maintained a comprehensive creative journal documenting the project's technical processes and design evolution.

[Read more here](#)



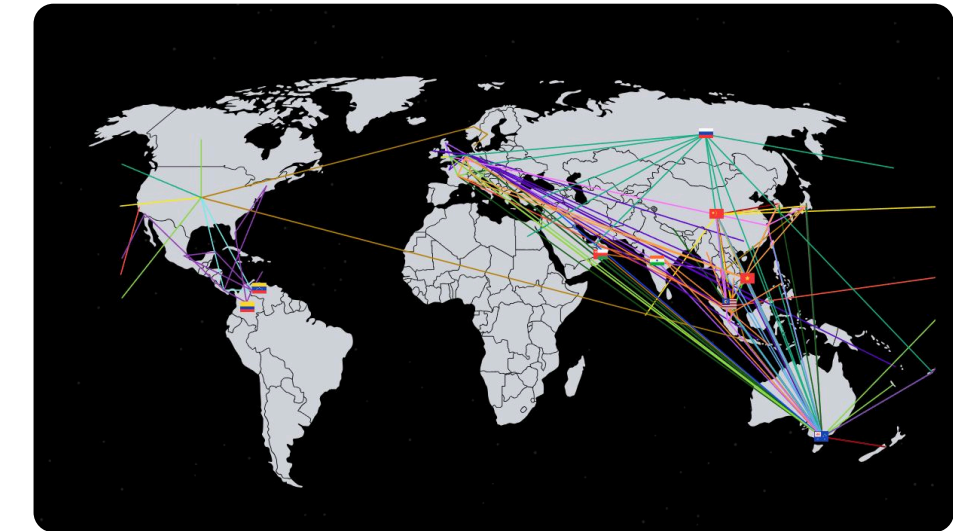
Where have you been?

Interactive Designer

Aug 2025 – Nov 2025

- **Designed an interactive installation focused on global travel stories, exploring themes of shared experience and human connection.**
- Developed a physical, embodied interaction model where participants mapped their journeys using chalk and tape, creating a low-stakes, playful environment for collaboration.
- **Developed a supporting website** to visualize collected data through interactive world views, bridging physical engagement with a cohesive digital database.
- Showcased and playtested during MAGI Expo Orbits 2025

[Read more here](#)



Love Me, Love Me Not

Interactive Designer

Feb 2025 – June 2025

- **Developed an interactive motion-capture experience in TouchDesigner,** utilizing camera input as an alternative controller to externalize human emotions through abstract visuals, fostering an embodied experience centered on self-reflection and interpersonal expression.
- **Adopted an iterative rapid prototyping workflow,** managing project scope and technical challenges by integrating Photoshop and Procreate assets into a real-time environment.

[Watch more here](#)

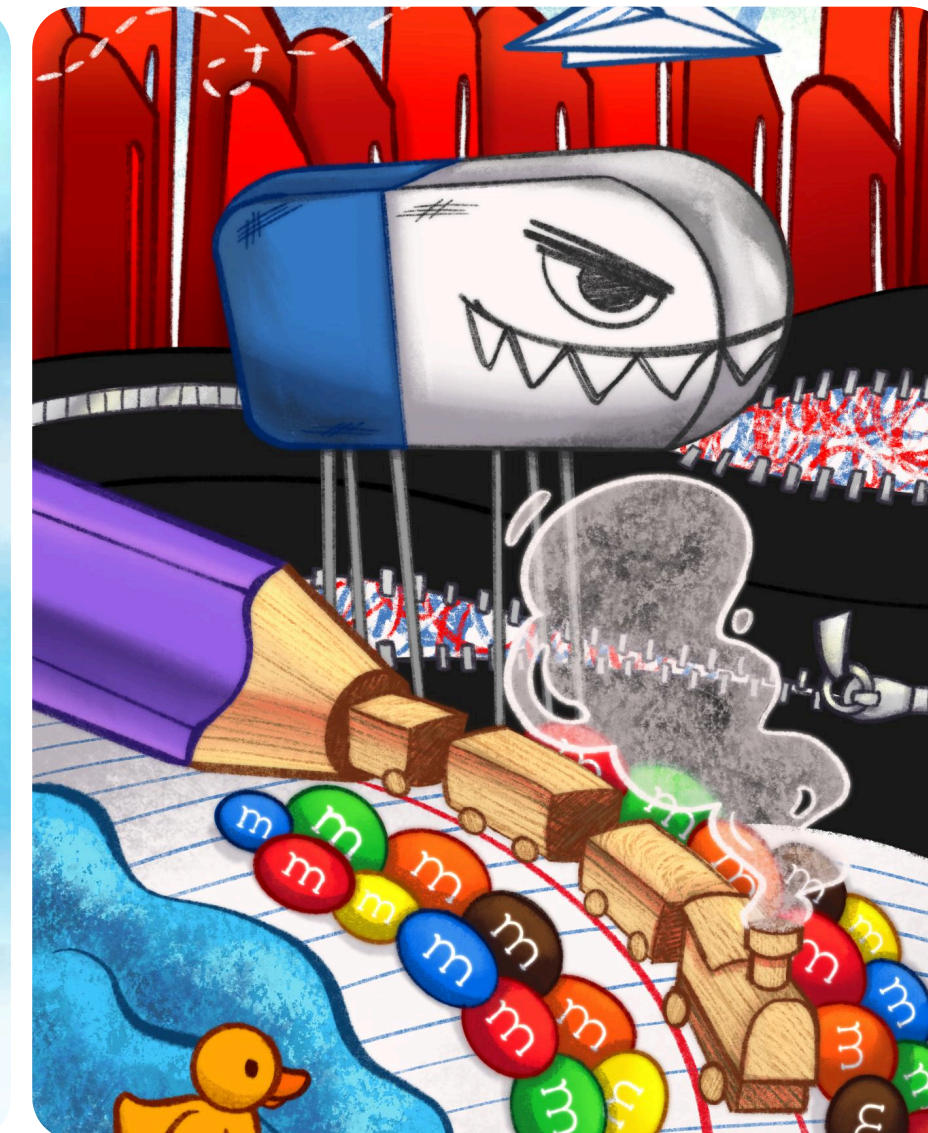


Illustrations

Freelance projects

Since April 2019

[See my Gallery here](#)





Let's do amazing
projects together!

Esthefania Morantes

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