



Education

Ringling College of Art & Design, 2021

BFA: Motion Design
Minor: Fine Arts
GPA: 3.9/4.0
(President's List/ Honors)

Programs

Adobe Suites: After Effects,
Photoshop, Illustrator,
Premiere, Audition,
InDesign, + more.

Cinema 4D, Octane, Nuke,
Blender, Spline, Mandelbulb,
Snaplens, DragonFrame,
Final Cut Pro, CapCut

Ableton Live

Notion, Miro, Canva,
Microsoft Suites

Bonus Skills

Photography, Typography, Video
Editing, Audio Mixing, Package
Design, Floral Arrangement,
Chainmaille, Embroidery,
Sculpting, Modeling, Acting,

Incredible Detail Orientation,
Memorization, Team Leadership,
Public Speaking

Awards

*Winner of the 2021 Motion
Design Demo Duels*

*Winner of FBLA Graphic
Design & Branding
Competition 2015*

Mirra Eden is a detail-driven graphic and motion designer crafting bold, refined visuals that elevate brands and command attention.

Experience

Animator/ Designer/ Video Editor: M.E. DESIGN

Remote/ Freelance, July 2022 - Present

- Led motion design, animation, and branding projects for multiple clients across advertising, entertainment, and digital media, delivering end-to-end creative from concept through final delivery.

Senior Animator/ Designer: Miracle Mile Theatre

Miami, FL, Remote Contract 2025

- Lead Designer, Animator and Projection Mapping artist for live stage production of "Arthur: The Musical"
- Worked remotely communicating with projection teams and the shows director to create engaging visuals and animations, that synced in time with actors live performances.

Animator/ Designer: Nickelodeon Animation Studios, CBS VIACOM

New York, NY, May 2021- Aug 2022

On-air broadcast animation for flagship IPs

- Created fully rendered On-Air animations in both 2D and 3D utilizing the Adobe Suites & Cinema 4D.
- Designed and delivered highly detailed, On-Air ready animations and designs with rapid turn-around schedules and overlapping timelines.
- Experience working with industry pipeline, file transfer, cloud based real time file share while working remotely.
- Trusted to work individually as well as with various teams per assignment, creating and delivering multiple projects at once.
- Worked on projects including but not limited to; *NFL Slimetime, Spongebob, NICK News, TeenNick, The Smurfs, The Loud House, Nick at Nite, Middlemost Post, iCarly*, & more.

Motion Designer/ Video Editor: Ringling College of Art & Design

Sarasota, FL, Aug 2017- May 2021

- 4 years working at industry standard level, intensively studying all areas of design and animation underneath industry professionals.
- Designed and produced infographics, title sequences, pre-production animatics, 3D and 2D animations, pitch decks, style frames, branding packages, animated sticker sets, AR, UX/ UI design, and more with quick turnaround schedules.
- Undergraduate tutor mentoring students both in person and remotely in 2D, 3D, project comprehension, idea generation, video editing, composition, design, and type.
- Mastery of all Adobe suites (AE, PS, AI, ID, PR, AU) Cinema 4D, Octane, Nuke, & Ableton Live