



Art outsourcing and Game development studio



We are the professionals working with Unreal Engine 4/5, producing full-cycle development VR/AR and PC video games as well as an outsource development, game and level design, 3D high and low poly modelling, 2D art and much more.

MiroWin founded in 2016 and since that time we always provide good quality work according to the approved schedule and requirements. Our flexible production pipeline and management team will help you to get maximum quality and convenient process of development.

## OUR SERVICES

### ART OUTSOURCING

- 3D Environments
- 3D Characters
- Concept Art
- Texturing
- Hard Surface
- Rigging and Animation
- VFX

### DEVELOPMENT

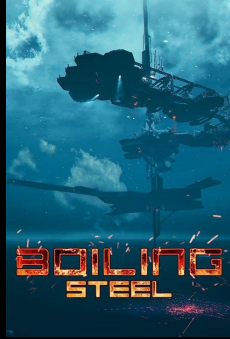
- Game Design
- Level Design
- full-cycle development VR/AR and PC video games
- Cross-platform porting and remastering



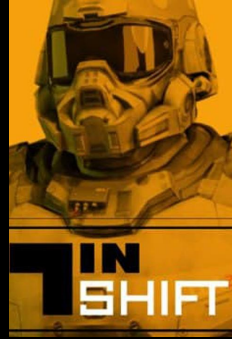
## OUR OWN GAME PRODUCTIONS



Guns'n'Stories:  
Bulletproof VR



Boiling Steel



TinShift



Desperate:  
Vladivostok



Redemption of  
the Damned



Federation77

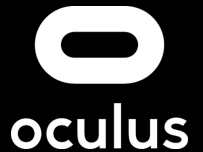
## OUR PARTNERS



NOLO



htc



## OUR TEAM

MiroWin studio gathered professionals with more than 12 years experience in industry and we continue to grow together with our partners and clients to provide best services. Our core team of 32 skilled specialists always ensures high quality. Based on experience to build the team we can quickly ramp up it and cover all production needs.



## CONTACT INFORMATION

Please feel free to send us a message.  
Let's create together!



**UNREAL**  
**ENGINE**

EMAIL:

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SOCIAL LINKS:



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