



Art outsourcing and Game development studio



We are the professionals working with Unreal Engine 4/5, producing full-cycle development PC, VR and console 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 2017 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
- PC, VR, console game development
- Cross-platform porting and remastering



OUR OWN GAME PRODUCTIONS



Guns'n'Stories:
Bulletproof



Boiling Steel



TinShift



Desperate:
Vladivostok



Federation77



Redemption of
the Damned

OUR PARTNERS



NOLO



htc



OUR AWARDS

Indie Prize Award Winner

Kyiv Indie Showcase 2017



Best VR game

GTP Indie Cup winner

GTP Indie Cup 2017



Best VR game

WEGAME Award winner

WEGAME 4.0 Awards 2018



Best VR game



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 22 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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