



Game development and game art outsourcing 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



## 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 16+ 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:



Let's work together!