



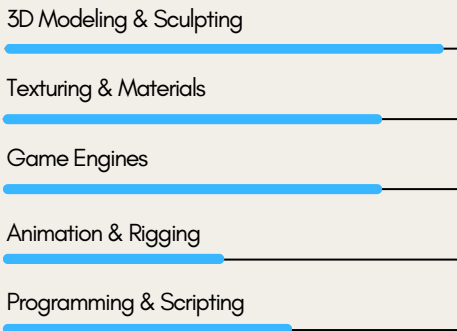
duculet emilia cristina

3D ARTIST

ABOUT ME

I am Passionate and skilled 3D Artist with extensive experience in visual design, animation, and 3D modeling. After years of freelance design and art, I am now pursuing a career in the gaming industry to apply my artistic skills on creation of immersive game environments, characters, and assets.

SKILLS



SOCIAL

Artstation
https://www.artstation.com/dec_emilia

Linkedin
<https://it.linkedin.com/in/emilia-cristina-duculet-6bb875118>

Behance
<https://www.behance.net/emiliacristina>

Dribbble
<https://dribbble.com/officinadelmostro>

LANGUAGES



CONTACT

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Torino -Italy

Phone
+39 3337720156

Email
duculet.emilia@gmail.com

Portfolio
<https://emiliacristina.github.io/DEC-Portfolio-2025/>

WORK EXPERIENCE

2016 2024

Freelance Designer
Officina del mostro

- **Designed and restyled logos** for over 50 clients, effectively enhancing brand recognition by an average of 20%, as measured by social media engagement and customer feedback.
- **Produced high-quality visuals** across print and digital media for over 70 projects, improving brand professionalism and provided a boost in client visibility at events and trade shows.
- **Engineered exhibition spaces** and installations for 15+ events, integrating scenography and branding, which shared a 25% increase in foot traffic at client booths.
- **Modeled and rendered 3D assets**, producing photorealistic visuals for over 30 product lines which contributed to a 15% increase in sales conversions on e-commerce platforms.
- **Animated assets for digital and physical displays**, bringing client concepts to life and resulting in a 35% improvement in audience recall, based on client feedback on storytelling impact.

SOFT SKILLS

- Creativity & Visual Storytelling
- Adaptability & Problem Solving
- Collaboration & Communication
- Attention to Detail
- Virtual Reality

DUCULET EMILIA CRISTINA

3D ARTIST

GAME ENGINES

Unity / Unreal engine

CODING & CO.

C# / C++ / Blueprint

HTML / CSS / JS

SOFTWARE (MAIN)

- Blender / 3ds Max / Zbrush / Maya
- Visual studio / Atom
- After Effects
- Adobe Photoshop / Substance Painter
- Adobe Illustrator / Adobe Indesign


TOOLS

- Mixamo
- Daz 3D Studio
- Void Sudio

HOBBIES

 **Exploring**
Gaming trends and 3D art styles

 **Developing**
Creative ideas through music and visual media

 **Drawing**
Inspiration from travel and different cultures

EDUCATION

2024 • 2025 **Private Master in 3D Animation and Virtual Reality**
Techtitute

Master's program focused on comprehensive 3D design and game development, with hands-on training in industry-standard tools like 3D Max, ZBrush, and Unity. Emphasis on creating, sculpting and animating advanced 3D characters, including rigging and animating both bipedal and quadrupedal forms. Gained expertise in developing immersive VR environments, integrating assets, and implementing complex systems like shaders and particle effects. Developed specialized skills in game audio design, project export, and prototyping. Applied Agile and Scrum methodologies to manage and estimate project timelines efficiently, with a focus on delivering professional-quality game projects for potential investors.

2022 • 2024 **Udemy**
Online Courses

Fulfilled a series of online certifications in 3D design, game development, and digital content creation, gaining proficiency in industry-standard tools such as Adobe Photoshop, Illustrator, InDesign, 3ds Max, ZBrush and Blender. Developed advanced skills in 3D character modeling and environment design within Blender, and specialized techniques for character texturing in gaming. Earned foundational experience in Unreal Engine 4 and Unity for game creation, along with Maya for FX projects, enhancing my technical expertise in producing high-quality assets and immersive 3D graphics across various platforms.

CERTIFICATIONS

2025 **Master 3D Animation and Virtual Reality**
TECH Global University - Master

Completed a private Master's program at TECH Global University, recognized within the European Higher Education Area. This intensive 1800-hour course (60 ECTS) focused on mastering 3D animation and immersive virtual reality technologies. It covered advanced 3D modeling, animation techniques, and game development using Unity 3D, with a strong emphasis on creating engaging virtual environments and interactive experiences. Key areas included character design, motion capture, AI programming, and VR optimization, culminating in hands-on projects such as the development of immersive VR applications. Graduated with GPA of 9.3/10.

2024 **Unity Pathway - Unity Essentials**

Concluded the Unity Pathway Essentials course, gaining foundational skills in game development with Unity. This included configuring project builds, designing user interfaces that adapt to screen sizes, and implementing interactive components like buttons and sliders. Built competencies in 2D art with the Sprite Editor, and enhanced scripting skills to write clean, efficient code that integrates seamlessly into projects. Developed audio essentials and GameObject management skills, including creating and scripting GameObject components. Obtained a comprehensive understanding of camera setups and lighting techniques in Unity's URP, configuring ambient lighting, lightmaps, and reflection probes to create realistic scene illumination. Proficient in essential Unity Editor features, scene building, and basic physics for GameObjects.

2023 • 2024 **Fundamentals of 2D Character Design**
Tech - Diploma university course

Completed a university-level technical diploma in 'Fundamentals of 2D Character Design, focusing on character creation for animation and gaming. This course emphasized researching and referencing techniques essential for high-quality design and providing structured training in character development for both 2D and 3D video games. Acquired skills in building model portfolios tailored for the animation industry, exploring various artistic styles, and adapting characters for multiple formats. Developed expertise in contemporary design techniques, including evolving character styles to fit different cultural and stylistic contexts.