



# DU CULET EMILIA CRISTINA

## ABOUT ME

Innovative and skilled Graphic Designer specializing in 3D art, with over 10 years of experience in creating captivating visuals across print, digital, and 3D platforms. Known for a keen eye for detail, creativity, and the ability to adapt to diverse project requirements, I am dedicated to enhancing brand presence through unique visual storytelling.

## SKILLS

3D Integration into Graphic Design

Conceptual & Creative Thinking

Attention to Detail

Client Collaboration

Design Softwares

## SOCIAL

### Artstation

[https://www.artstation.com/dec\\_emilia](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

Italian	English	French	Spanish
●●●●●●●●	●●●●●●●●	●●●●●●●●	●●●●●●●●
Native	Advanced	Proficient	Intermediate

## CONTACT



### Address

Torino -Italy



### Phone

+39 3337720156



### Email

duculet.emilia@gmail.com



### Portfolio

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

## WORK EXPERIENCE

2016 • 2024

### Freelance Designer

*Officina del mostro*

- **Designed and restyled logos** for over 50 clients, 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, boosting brand professionalism and increasing client visibility at events and trade shows.
- **Created over 100 engaging marketing materials**, including brochures, banners, and social media assets, elevating brand identity and customer engagement.
- **Conceptualized and developed visual strategies** for more than 30 clients, helping them effectively communicate their message through design.
- **Originated and animated assets** for digital and physical displays, creating immersive visuals that enhanced storytelling and improved audience recall by 35%, according to client feedback.

## SOFT SKILLS

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

# DUCULET EMILIA CRISTINA

## GRAPHIC DESIGNER




### KEY SKILLS

- **Branding & Visual Identity Design:** Expertise in creating and revamping logos, brand guidelines, and visual systems across various industries.
- **Typography & Layout Design:** Skilled in crafting visually engaging and readable layouts for both digital and print media.
- **UI/UX Design:** Proficient in creating user-friendly designs and interfaces for websites and applications, ensuring intuitive and aesthetically pleasing user experiences.
- **Animation & Motion Design:** Experience animating digital assets and creating engaging visual narratives for marketing, advertising, and interactive media.
- **Print & Digital Media:** Comprehensive experience in designing for both print (brochures, posters, banners) and digital platforms (websites, social media, email marketing).

### SOFTWARE (MAIN)

- **Adobe Creative Suite:** Photoshop, Illustrator, InDesign, After Effects, Adobe XD
- **3D Design & Animation:** Blender, ZBrush, Maya, 3ds Max, Substance Painter
- **Web Design & Development:** HTML, CSS, JavaScript, Figma, Sketch
- **Game Engines:** Unity, Unreal Engine

### HOBBIES

-  **Exploring**  
Current graphic design trends and innovative creative techniques
-  **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

- Specialized in immersive design and advanced visual storytelling, applying these skills to both 3D modeling and animation.
- Gained experience in creating high-quality visual assets for digital and interactive platforms, while integrating design principles into immersive environments.
- Developed expertise in visual communication techniques that translate across various mediums, enhancing my ability to create visually engaging designs.

2022 • 2025 **Udemy**  
Online Courses

- Completed a series of certifications in 3D design, digital content creation, and visual design tools, gaining proficiency in Adobe Creative Suite (Photoshop, Illustrator, InDesign), Blender, and Maya.
- Deep focus on creating visual assets for both gaming and graphic design, improving my 3D modeling, texturing, and design skills to produce high-quality digital assets.
- Evolved advanced techniques in graphic design and animation, ensuring my work is both visually compelling and functional across diverse projects.

### CERTIFICATIONS

2025 **Master 3D Animation and Virtual Reality**  
TECH Global University - Master  
**Duration:** 1800 hours (equivalent to 60 ECTS)  
**Grade Point Average:** 9.3/10

- 3D Industry & Advanced Techniques: Asset creation, advanced modeling, and texturing.
- Game Development: Proficiency in Unity 3D, artificial intelligence, and immersive VR/AR design.
- Animation: Rigging, facial animation, motion capture, and character development.
- Game Production: Prototyping, mechanics programming, and production pipeline management.
- Audio & VFX: Advanced visual effects and professional audio integration for VR and 3D games.

2024 **Unity** Pathway - Unity Essentials

- Achieved a foundational course in game development with Unity, focusing on UI design, interactive components (buttons, sliders), and responsive layouts.
- Captured experience in 2D asset creation using the Sprite Editor and enhanced scripting skills for efficient code integration.
- Thrived proficiency in Unity's scene-building, lighting techniques, and GameObject management, ensuring visually dynamic and interactive environments.

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

- Focused on character creation for animation and gaming, with an emphasis on versatile, high-quality design for both 2D and 3D formats.
- Applied modern design techniques to develop adaptable characters that suit various artistic styles and are effective for both interactive and print media.
- Enhanced my skills in creating dynamic visuals for digital media, building a strong foundation for graphic design across multiple platforms.