



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

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



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Torino -Italy



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Email

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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*

- Achived 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.