

VALENTINA RIGHETTI



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[link](#) to my portfolio



[GitHub](#)

A lifelong passionate about art and graphics, I have been drawing portraits since childhood. I recently started developing small video games, with which I participate in some game jams on Itch.

I would like to work in a creative and challenging environment where I can always learn something new.

EDUCATION

Sep 2019 - Sep 2022

110 cum laude / 110

Master's Degree in Digital Humanities

University of Pisa

Graphics, Interactivity, Virtual Environments curriculum

Studies in graphic design, digital publishing, 3D modeling and rendering, AR and VR application and game development, Web programming and design, data analysis.

Sep 2015 - Mar 2019

104 / 110

Bachelor's Degree in Communication Studies

University of Reggio Emilia

Studies in communication psychology, video communication, media use, basic graphic design and video-making techniques.

Sep 2010 - Jun 2015

95 / 100

High School Diploma

IIS "Alessandro Volta" of Sassuolo (MO)

High School of Applied Sciences

Studies of science and humanities subjects with emphasis on laboratory practice.

EXPERIENCE

Nov 2021 - Jan 2022

Curricular internship

Junior graphic designer and content creator

Astarte Edizioni, Pisa (PI)

Social media management, editorial pagination and graphic design work for promotional materials.

Adobe Illustrator / Canva / Adobe InDesign

Sep 2018 - Dic 2018

Curricular internship

Secretary and Social Media Manager

NuovaMente, Formigine (MO)

Management of communication channels and some office activities (use of the management system, billing and receipts, membership enrollment).

PROJECTS

Feb 2022 - Sep 2022

Master thesis

Design of communication strategies for Research Infrastructure

Development of the communication plan and design of the website of the SoBigData Research Infrastructure. Drafting of strategies for communication as a model for SoBigData and the other RIs in the ESFRI Roadmap.

Adobe Illustrator / Adobe InDesign / Drupal

Jan 2022 - Apr 2022

Virtual Environments exam project

aMAZEing duo

[link](#)

Collaborative game in which two players must exit a maze with obstacles; one of them is blind while the other is deaf.

Unity / Gimp / Adobe Illustrator / Bfxr / C#

Feb 2021

3D Graphics for Cultural Heritage exam project

The strange case of the killer duck

[link](#)

3D modeling of a ceramic duckling and design of three HTML pages explaining its history and making.

MeshLab / 3DHOP / Metashape / HTML / CSS / JavaScript