

Viviana Staicu

3D Artist and Industrial Designer

vstaicu.me

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EDUCATION

Carnegie Mellon University

May 2027

Bachelors of Industrial Design and Human Computer Interaction

GPA 3.8 / 4.0 | Deans List 2024

Products Design Studio III

Physical Computing

Moving Pictures (Motion & storytelling course)

Public Speaking

EXPERIENCE

Gentle Systems

Feb 2026—Present

3D Visualizer and Industrial Designer | Berlin, Germany

Producing 3D visualizations and concept development of a speculative audio product using Cinema 4D and Redshift.

Sonder

Dec 2025

Design Engineer | San Francisco | Contract

Delivered a core interface under a fast-paced funding-driven deadline. Designed in Figma, optimized engineering output through AI-assisted development using Swift and Cursor.

Lunar Gala

Sept 2025—Present

3D Motion Designer | Pittsburgh, PA

Designing abstract 3D animations displayed on the runway at Pittsburgh's largest fashion show, Lunar Gala. Designing promotional animations for social medias.

Augmented Perception Lab, CMU

Sept 2025—Dec 2025

Industrial Design Research Assistant | Pittsburgh, PA

Delivered a semester-long device prototype designed to strengthen connection in distributed teams. Conducted design research, sketching.

Lunar Gala

Sept 2024—May 2025

Web Design Head | Pittsburgh, PA

Led concept, interaction, and motion design for Pittsburgh's largest fashion show website. Directed cross-functional collaboration across 4 designers and 5 developers. Designed and developed GLSL shaders in a generative design system using React and Three.js.

EXPERTISE

3D Visualization | Motion design
DFA | DFM | CAD
Physical modeling
Usability testing | User Research
Cross-functional collaboration
Presentation
Photography | Cinematography
Adaptable | Self-initiated learner
Romanian | Fluent
German | Elementary

TOOLS

Cinema 4D | Redshift | Houdini
SolidWorks
Adobe Suite
Figma
React | Three.js | GLSL