

## **OBJECTIVE**

Problem solver seeking a design position to convey memorable visuals, ideas, and messages to clients and audiences, in a fast-paced dedicated team to grow within.

I've worked with several mediums and tools such as 3D art, 3D printing, 2D design, and web design.

#### **EDUCATION**

SCHOOL OF VISUAL ARTS
Bachelor of Fine Arts
2009-2014

## CONTACT



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# **VICTORIA DI LIBERTO**

Designer / 3D Artist

## **WORK EXPERIENCE**

#### FREELANCE

2018-Present

• 3D modeling, 3D animation, lifestyle photography, product photography

#### **GRAPHIC DESIGNER**

WAC Lighting / Port Washington, NY / 2018-2018

• Graphic design, photography

#### 3D ARTIST / ANIMATOR

Fantasiation Studios / Bronx, NY / 2014 - Present

• Designed and developed multiple props and characters for 3D printing and 3D rendering

## **DESIGNER**

Pintail Coffee / Farmingdale, NY / 2018

· Graphic design, social media, marketing, photography

#### 3D ARTIST

Johnson & Johnson / New York, NY / 2017

• 3D modeling, texturing, shading, lighting, rendering for products including Listerine & Johnsons Baby

#### PACKAGING PRODUCTION ARTIST & STAFFING MANAGER

Nature's Bounty / Ronkonkoma, NY / 2017

• Designed and edited consumer packaging labels

#### 3D & VFX ARTIST INTERN

Gommi Arcade / New York, NY / 2015

 Created 3D environments and characters based on concept art, and animated short loops

## WEB DESIGNER

Suffolk Classical Society / New York, NY / 2014 - 2015

 Designed homepage and Dropbox for students and teachers to access through the homepage

**SKILLS** 

#### **3D ARTIST INTERN**

Bio Digital / New York, NY / 2013

Modeled props and anatomical body parts for use in educational software

#### **SOFTWARE**

Maxon Cinema 4D, Autodesk Maya, Redshift, V-Ray, Pixologic ZBrush, Blender Adobe Photoshop, Illustrator,

After Effects, InDesign Sketchbook, Google Sketchup, AutoCad 3D Rendering, Stop-motion, 2D Design, Package design, Product rendering, 2D prints

3D Modeling, 3D Animating,

Design, Graphic design,

Product rendering, 3D printing, Anatomy