



DU CULET EMILIA CRISTINA

ABOUT ME

3D Character Artist with a strong foundation in sculpting, modeling, and texturing for real-time applications. Experienced in creating stylized and semi-realistic characters with a focus on silhouette, anatomy, and visual storytelling.

Currently transitioning into the game industry after several years of freelance visual design, bringing strong adaptability, creative problem-solving, and production awareness. Passionate about building expressive characters optimized for gameplay and real-time engines.

SOCIALS

Artstation

https://www.artstation.com/dec_emilia

LinkedIn

www.linkedin.com/in/emilia-cristina-duculet-3d-artist

Behance

<https://www.behance.net/emiliacristina>

Dribbble

<https://dribbble.com/officinadelmostro>

Website

officinadelmostro.it

LANGUAGES

Italian

English

French

Spanish



Native

Advanced

Proficient

Intermediate

CONTACT



Address

Torino - Italy (Remote)



Phone

+39 3337720156



Email

duculetemilia@gmail.com



Portfolio

<https://emiliacristina.github.io/DEC-Portfolio-3D-Art/>

SKILLS

3D Character Art

- Character sculpting (ZBrush, Blender)
- Stylized and semi-realistic character design
- Anatomy, proportions, and silhouette
- Retopology and clean game-ready topology
- UV mapping and optimization
- PBR texturing (Substance Painter)

Game Development

- Unreal Engine (basic implementation & asset integration)
- Unity (scene setup, lighting, interaction basics)
- Understanding of real-time constraints and optimization

Main Software

- ZBrush, Blender, Maya, 3ds Max
- Substance Painter
- Adobe Photoshop, Illustrator
- Mixamo

Basic Technical Skills

- C#, C++, Blueprint (foundations)
- HTML, CSS, JavaScript

INTERESTS

- Character design and game art styles
- Emerging trends in real-time graphics
- Music and visual storytelling inspiration
- Cultural research for character development

DUCULET EMILIA CRISTINA

3D ARTIST

WORK EXPERIENCE

2016 • Current

Freelance 3D Artist & Designer

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- Created 3D models and rendered assets for over 30 product lines, producing high-quality visuals for digital and commercial use
- Developed animated visual content for installations and digital displays, enhancing storytelling and audience engagement
- Delivered visual and branding assets for 70+ projects across digital and print media
- Designed exhibition spaces and visual installations, integrating 3D elements and scenography
- Managed projects independently, handling deadlines, client communication, and iterative feedback

RELEVANT PROJECT EXPERIENCE

- Developed 3D character models from concept to final render using sculpting, retopology, and texturing workflows
- Created stylized characters focusing on personality, readability, and strong shape language
- Worked with real-time engines (Unity/Unreal) to understand asset integration and performance constraints
- Applied rigging-ready topology principles to support animation workflows

EDUCATION

2024 • 2025

Master in 3D Animation and Virtual Reality

TECH Global University | 2025

- Advanced 3D modeling, sculpting, and animation
- Character creation (biped & quadruped)
- VR environments and real-time systems
- Game development workflows and optimization

Diploma - Fundamentals of 2D Character Design

Tech University Course | 2024

- Character design for animation and games
- Style development and visual research
- Portfolio development for entertainment industry

CERTIFICATIONS

- Unity Essentials Pathway
- Multiple certifications in Blender, ZBrush, and game development (Udemy)

SOFT SKILLS

- Strong visual storytelling
- Adaptability and fast learning
- Attention to detail
- Collaboration in remote teams
- Problem-solving mindset