



VICKY FOTOPOULOU

3D / ART DIRECTOR ☎ 9174706375

◦ DETAILS ◦

9174706375
twinday29@gmail.com

◦ LINKS ◦

[personal website](#)

[linkedin](#)

[behance](#)

[Print Magazine Article](#)

[WSJ Article](#)

◦ SKILLS ◦

Art Direction

Autodesk Maya

Adobe Photoshop

Adobe Illustrator

Keyshot

zbrush

3D Visualization

Effective Time Management

Excellent multitasking ability

Exceptional attention to detail

Creative Thinking

3D modeling

brand identity design

corporate identity design

Excellent organizational skills

Advanced Communication Skills

rendering

Logo Design

Animation

Adobe After Effects

👤 PROFILE

Highly creative and versatile 3D Art Director, with over seven years in the industry, skilled in Art Direction, 3D design, animation, print, and logo design. Has created successful revenue-generating designs while achieving high levels of client satisfaction. Exceptional time management and multitasking ability, outstanding organizational skills while working extremely efficiently under pressure. Self-motivating and innovative individual, obsessed with both the creative and technical challenges, has successfully been involved in the creative and technical development success of 150+ product designs.

📁 EMPLOYMENT HISTORY

3D Art Director at Society Awards, New York City

February 2014 — Present

3D Art Director for over six years, in charge of conceptualizing and leverage the client's vision to deliver high-end luxury design and aesthetics for awards, consumer products, print, animation, and architectural work. *Clients include but not limited to: YouTube, MTV, Clio, Chick-fil-A, VH1, BBMA'S, The Voice, Village Voice, AVN, AARP, NFLPA, Lincoln Center, Mercedes, BMW, Motor Trend, Nambe, Hennessy, Dom Perignon, Armand, Lenovo, WW (Weight Watchers), Gatorade, Grammy's, Edmunds, Mini Cooper, etc.*

- Utilize Adobe Creative Suite, Autodesk Maya, and various other 3D applications to design and build advances, detailed, and full-scaled 3D Products.
- Direct and create revenue-generating designs from concept to launch while managing multiple projects and meeting very tight deadlines and budget requirements.
- Design new concepts and replicate existing designs to precision while meeting all production goals, deadlines, and intended functions.
- Collaborate directly with the President to ensure artistic and technical goals are executed correctly for the client and internal needs.
- Work alongside the sales and marketing team to help meet their internal and external needs.
- Bring forth a deep understanding of branding, visual design, and digital marketing.
- Fully understood, study and support client's brand requirements and desires.
- Continually serve as a dynamic and multifaceted leader; support junior staff resulting in seamless workflow and productivity.
- Worked alongside the President to help design the launch of the first-ever exclusive collection of e-commerce awards in 2014. The success of this collection helped foster the limited collection of high end, unique and timeless art pieces in 2016.
- Collaborated closely with the CEO to design the launch of the first and only designer brand-name award partnership in 2017, now known as Nambe + Society Awards.

3D Generalist and Motion Graphics Designer at iConcept media, New York City

March 2013 — February 2014

Motion graphics and 3D Generalist for all 3D products, architectural renderings as well as 2D/3D animations.

- Worked alongside the Creative Director to create eye-catching animations for logo designs, lower third treatments for fashion week videos, 3D modeling of consumer products, and architectural designs, as well as 2D and 3D commercials.

photo retouching

photography

texturing

Lighting

Graphic Design

◦ **LANGUAGES** ◦

english

Greek

- Was in charge of all 2D and 3D work, which included modeling, texturing, lighting, rendering, edit, compositing, art direction, and sound design.
- Worked well independently and on a team to solve problems
- Track record of excellent time management and organizational skills.
- Communicated thoroughly hence completing assignments in a timely and efficient manner

○ **Projection Artist at Opera "The Armida Project" Manhattan Movement & Arts Center, New York City, performed on November 15 & 19**

October 2013 — November 2013

Worked under the supervision of the director to create 2D & 3D graphics and animations for the multimedia opera project "The Armida Project."

- Accurately translated project details and creative direction into successful animation solutions.
- Helped create and executed graphics using After Effects, Illustrator, Photoshop, and Autodesk Maya.

🎓 **EDUCATION**

○ **BFA Traditional Animation , School of Visual Art , New York City**

2007 — 2011

GPA 3.8 / Graduated with Honors

○ **MFA Computer Arts , School of Visual Arts , New York City**

2011 — 2013

GPA 3.8 Focus in Motion Graphics/ 3D Generalist MFA Computer Arts Scholarship for Academic and Creative Excellence (Spring 2012)

👥 **INTERNSHIPS**

○ **Junior Motion Graphics Assistant at Lucky Duck Production , New York City**

June 2010 — July 2010

Helped to assist the Senior Art Director in the production of Motion Graphics and animation for children's documentary.

- Effectively multi-tasked and met all project deadlines.
- Helped create and execute graphics in After Effects, Photoshop, and illustrator
- Followed direction served as a friendly, hardworking, and punctual employee.

○ **Assistant Instructor at School of Visual Arts , New York**

May 2011 — May 2013

Provided in-class conceptual and technical support for Professor Eric Eiser's course "The Animation Studio: Putting It All Together."

- Continually served as a helpful and enthusiastic assistant with a proven track record of doing work in a timely and professional manner.
- Served as a direct assistant to the professor and supported all aspects of production and office management.
- Took the role of substitute instructor, when required, overseeing all aspects of course instruction.