



Valentina Mendicino

ILLUSTRATOR • ANIMATOR • GRAPHIC DESIGNER • AUTHOR

52 PRINCE GEORGE'S AVENUE - LONDON - SW208BH
MOBILE +44 7554 760072
WWW.VALENTINAMENDICINO.COM
KYGAYA@GMAIL.COM

@CHI_GAIA
@VALE.MENDY.ART
/VALENTINAMENDICINO
/VALEMENDYILLUSTRATIONS



About me

TALENTED, CREATIVE WITH 15 YEARS OF EXPERIENCE IN THE VISUAL ART INDUSTRY. SPECIALISED IN CHILDREN'S ILLUSTRATION FOR PUBLISHING, ADVERTISING AND EDITORIAL, WITH CONSIDERABLE EXPERIENCE AS A GRAPHIC DESIGNER, ANIMATOR, STORYBOARD ARTIST, 2D GAME ARTIST, VISUAL DEVELOPMENT ARTIST AND DESIGNER FOR CHILDREN'S WEAR. I AM ALSO A PUBLISHED AUTHOR OF PICTURE BOOKS. I'M AN EXPERT OF DIGITAL ART AND ALWAYS EAGER TO LEARN THE LATEST TECHNOLOGY DEVELOPMENTS FOR DESIGNERS. I'M A VERSATILE ARTIST AND A QUICK WORKER, ABLE TO MEET TIGHT DEADLINES WHILST MAINTAINING A HIGH STANDARD OF WORK. I POSSESS GOOD INTERPERSONAL & COMMUNICATION SKILLS, PROVEN BY THE ABILITY TO DEVELOP AND MAINTAIN POSITIVE RELATIONSHIPS WITHIN AND BEYOND THE WORKPLACE. I ALSO POSSESS GOOD WRITING ABILITIES BOTH IN ENGLISH & ITALIAN LANGUAGES. I'M A CREATIVE THINKER, ABLE TO SUGGEST INNOVATIVE IDEAS OUTSIDE THE BOX. I ALSO CONSIDER MYSELF AN OPEN MIND AND HONEST PERSON, COMFORTABLE IN GIVING AND RECEIVING CONSTRUCTIVE FEEDBACK. I AM ABLE TO MANAGE MY TIME AND CARRY OUT WORK INDEPENDENTLY, AS WELL AS PART OF A SUCCESSFUL CREATIVE TEAM. I HAVE A PASSIONATE APPROACH TO MY WORK AND UNDERTAKE EVERY PROJECT WITH ENTHUSIASM. OVER THE YEARS I HAVE DEVELOPED A PERSONAL ARTISTIC STYLE, FULL OF HUMOR, EXPRESSIVITY AND QUIRKY CHARACTERS WHICH IS ALSO REPRESENTATIVE OF MY PERSONALITY. I'M ALSO ABLE TO REALISE IMAGES WITH A MORE REALISTIC STYLE AND IN GENERAL, I'M ABLE TO REPRODUCE A VARIETY OF DIFFERENT STYLES WHEN REQUIRED. I'M SETTLED IN UK SINCE 2011. I'M ALSO A MUM OF A THREE YEAR OLD BOY AND I'M LOOKING FOR A WORKING POSITION THAT MAKES BEST USE OF MY EXISTING SKILLS, WHILST ENABLING FURTHER PERSONAL AND PROFESSIONAL DEVELOPMENT.

Education

MASTER CHILDREN'S BOOKS - CAMBRIDGE SCHOOL OF ART (ARU) - 2013
BA (HONS) ILLUSTRATION & MULTIMEDIA ANIMATION - INSTITUTE EUROPEAN OF MILAN (IED) - 2005
DIPLOMA SCIENTIFIC STUDIES - ETTORE MAJORANA MILANO - 2002
OTHER QUALIFICATIONS SPECIALISATION IN GUITAR - VIVAIO MUSIC SCHOOL OF MILAN - 1996

Key Software

ADOBE CREATIVE SUITE CC PHOTOSHOP, ILLUSTRATOR, ANIMATE, ACROBAT PRO, INDESIGN, AFTER EFFECTS
OTHERS PROCREATE, COREL PAINTER, SKETCHBOOK PRO, TOON BOON
APPLE MAC OS APPLICATIONS PAGES, NUMBERS, KEYNOTE
WINDOWS MICROSOFT OFFICE APPLICATIONS

Skills & Abilities



AS ILLUSTRATOR:
SPECIALISED IN CHILDREN'S MARKET WITH A PERSONAL QUIRK AND FUN ARTISTIC STYLE.
PRODUCTION OF BOTH VECTOR & RASTER ILLUSTRATIONS.
PROFICIENT IN SKETCHING - DRAWING - DIGITAL PAINTING - CHARACTER DESIGN - BACKGROUND ART - REALISTIC ILLUSTRATION - STORYBOARDING
METICULOUS EYE FOR DETAIL, EXCELLENT ABILITY FOR COMPOSITION AND PERSPECTIVE, VERY GOOD SENSITIVITY FOR COLOUR AND LIGHTING.

AS GRAPHIC DESIGNER:
ABILITY TO CREATE LOGOS, GRAPHICS, PATTERN DESIGNS, EXPERIENCE WITH TYPOGRAPHY.

AS 2D GAME ARTIST \ VISUAL DEVELOPMENT ARTIST \ ANIMATOR:
EXPERIENCE IN PRODUCTION OF EDUCATIONAL APPS FOR CHILDREN & GAMES.
CREATION OF TRADITIONAL AND DIGITAL ANIMATIONS.
CREATION OF VISUAL ASSETS FOR UNITY AND ABILITY TO DEVELOP UI GRAPHICS.
COLLABORATING WITH 3D DEVELOPERS AND ABILITY TO PRODUCE 2D VISUAL MATERIAL FOR 3D.



OTHER:
VERY GOOD VERBAL & WRITTEN COMMUNICATION SKILLS - CREATIVE THINKER - INNOVATION AND CONCEPT DEVELOPMENT - PLANNING & ORGANISATION - TIME MANAGEMENT - PROCESS DRIVEN AND PROACTIVITY - COMMERCIAL AWARENESS - CREATIVE BRANDING.
KNOWLEDGE AND PASSION FOR CHILDREN'S MARKET TRENDS: CHILDREN'S BOOKS, GAME BOARDS, APPS, ANIMATIONS, CHILDREN FASHION, TOYS AND CHILDREN'S FURNITURES.
KNOWLEDGE OF PUBLISHING PROCESS: FROM IDEA, TO ACQUISITION, TO DEVELOPMENT, TO PRINTING PROCESS AND MARKETING/PROMOTION PRINCIPLES - KNOWLEDGE OF "BELOW THE LINE" ADVERTISING PROCESSES.

Career Summary



2007 TO 2019 - FREELANCE ILLUSTRATOR

- PUBLISHING CLIENTS:**
WALKER BOOKS (LONDON, UK)
FABER&FABER (LONDON, UK)
IMAGINE THAT PUBLISHING (SUFFOLK, UK)
HACHETTE UK \ OCTOPUS PUBLISHING (LONDON, UK)
MACMILLAN EDUCATION \ RED NOVA LEARNING (FL, US)
FOLENS EDUCATIONAL PUBLISHING (DUBLIN, IRELAND)
RAFFAELLO EDITORE (ANCONA, ITALY)
ELI & LA SPIGA PUBLISHING (MILAN, ITALY)
GOOD MOOD AUDIO BOOKS (MILAN, ITALY).
- BOARD GAME PUBLISHERS:**
KALEIDOS GAMES (MILANO, ITALY)
COCKTAIL GAMES (VERSAILLES, FRANCE)
SOPHISTICATED GAMES LTD (CAMBRIDGE, UK)
GROW GAMES (SAO PAULO, BRASIL)
SWAN PANASIA GAMES (BEIJING, CHINA)
HEADU GAMES (TERAMO, ITALY)
LISCIANI GROUP GAMES (TERAMO, ITALY).
- ADVERTISING CLIENTS:**
TBWA ADVERTISING AGENCY \ ENI PETROLEUM COMPANY (ROME, ITALY)
FERRERO & SOREMARTEC FOOD INDUSTRY (ALBA, ITALY)
BB&C ADVERTISING AGENCY \ PERRELLA INDUSTRY (TERMOLI, ITALY)
DETTAGLI ADVERTISING AGENCY \ KINDER FERRERO (TURIN, ITALY)
MATRIX INTERNATIONAL, DESIGN FURNITURE, (MILAN, ITALY)
ZANUSSI UK (LUTON, UK)
TBWA SWISS \ WANDER OVOMALTINE \ EMMI AKTIFIT (ZURICH, SWISS)
NOVARTIS PHARMACEUTICALS UK LIMITED (LONDON, UK)
- EDITORIAL CLIENTS:**
HIGHLIGHTS FOR CHILDREN MAGAZINE (OHIO, US)
GRUNER UND JAHR/MONDADORI PUBLISHING FOR FOCUS STORIA MAGAZINE (MILANO, ITALY)
- NOTABLE PUBLICATIONS:**
"THE REALLY ABOMINABLE SNOWMAN" - AUTHOR & ILLUSTRATOR - PICTURE BOOK (2014)
"THE EATING MONSTER" - AUTHOR & ILLUSTRATOR - PICTURE BOOK (2013)
"DINOSAUR RHYME TIME" - ILLUSTRATOR - PICTURE BOOK (2014)
"KALEIDOS JUNIOR" - ILLUSTRATOR - BOARD GAME (2014)
"MAGIC CIRCLE" - ILLUSTRATOR - BOARD GAME (2016)
"LA FATTORIA MONTESSORI" - ILLUSTRATOR - BOARD GAME (2018)

2005 TO 2019 - FREELANCE ANIMATOR \ STORYBOARD ARTIST \ VISUAL DEVELOPMENT ARTIST

- VISUAL DEVELOPMENT ARTIST FOR:**
IBEX FILMS LTD (CHELTENHAM, UK) \ AMAZON STUDIOS (CALIFORNIA, US - 2018\2019)
- FREELANCE ANIMATOR FOR :**
MACAIA STUDIO & MUNICIPALITY OF PESARO (MILAN, ITALY)
LA TECOMEDICA COMPANY (MILAN, ITALY - 2006\2007)
- STORYBOARD ARTIST FOR :**
ARDACO ARDVERTISEMENT VIDEO PRODUCTIONS (MILAN, ITALY - 2006)

2005 TO 2016 - IN HOUSE COLLABORATIONS

- 2016 TO 2017 ON MATERNITY LEAVE
- IN HOUSE ILLUSTRATOR, ANIMATOR, 2D GAME ARTIST, AUTHOR, GRAPHIC DESIGNER & CREATIVE CONSULTANT**
FOR DARA TECHNOLOGIES (LONDON, UK - 2015\16)
CREATING THE NEXT GENERATION OF STORYTELLING EXPERIENCES FOR CHILDREN THROUGH AUGMENTED REALITY APPS.
PRODUCING CHARACTER DESIGNS, ASSETS, BACKGROUNDS. DEVELOPING STORIES FOR THE BOOK AND IDEAS FOR GAMES.
PRODUCING ALSO GRAPHICS UI, LOGO, CREATIVE BRANDING, WEBSITE STYLEGUIDE AND MARKETING MATERIALS.
CONSULTANCY FOR PRINTING PROCESS AND FOR 3D DEVELOPMENT.
- IN HOUSE 2D GAME ARTIST / ILLUSTRATOR / ANIMATOR / GRAPHIC DESIGNER / STORYBOARD ARTIST**
FOR ALTITUDE EDUCATION (LONDON, UK - 2014\15)
CREATING ASSETS, ILLUSTRATIONS, BACKGROUNDS, GRAPHICS, UI DESIGNS, ANIMATIONS, STORYBOARDS, CHILDREN'S STORIES FOR THE EDUCATIONAL APP "LEARN WITH PIP" - COLLABORATING WITH THE DEVELOPMENT TEAM USING UNITY.
- IN HOUSE 2D ARTIST FOR JASON HARDING ANIMATION STUDIO (LONDON, UK - 2014)**
CREATING PROPS AND ASSETS FOR THE GUY RITCHIE'S ANIMATED MOVIE DOCUMENTARY.
- IN HOUSE ILLUSTRATOR AND GRAPHIC DESIGNER FOR TTT FASHION COMPANY & UPIM, COIN GROUP (MILAN, ITALY - 2008)**
PRODUCING ILLUSTRATIONS, GRAPHICS, LOGOS, TYPOGRAPHY, PATTERNS FOR CHILDRENSWEAR.
- IN-HOUSE GRAPHIC DESIGNER AND ILLUSTRATOR FOR PROMOTION ITALIA - ADVERTISING COMPANY (MILAN, ITALY - 2007\08)**
CREATING GRAPHICS, CHARTS, LEAFLETS, FLYERS, POSTERS, STOPPERS, CATALOGUES, LOGOS ETC. FOR CLIENTS LIKE VODAFONE, VEET, CRODINO, BARBIE, MATTEL ETC.
- INTERNSHIP AS ILLUSTRATOR & ANIMATOR FOR NEONNETWORK MEDIA ENTERTAINMENT, (MILAN, ITALY - 2005\06)**
PRODUCING ANIMATIONS, ILLUSTRATIONS, BACKGROUNDS, CHARACTER DESIGNS, GRAPHICS AND LOGOS FOR CLIENTS LIKE KINDER FERRERO AND CARTOON NETWORK.



PLEASE CHECK OUT MY PORTFOLIO AT: WWW.VALENTINAMENDICINO.COM
AND MY INSTAGRAM ART ACCOUNT AT: [HTTPS://WWW.INSTAGRAM.COM/VALE.MENDY.ART](https://WWW.INSTAGRAM.COM/VALE.MENDY.ART)

Thanks FOR YOUR TIME & CONSIDERATION