THOMAS CALVEZ

Digital Creative
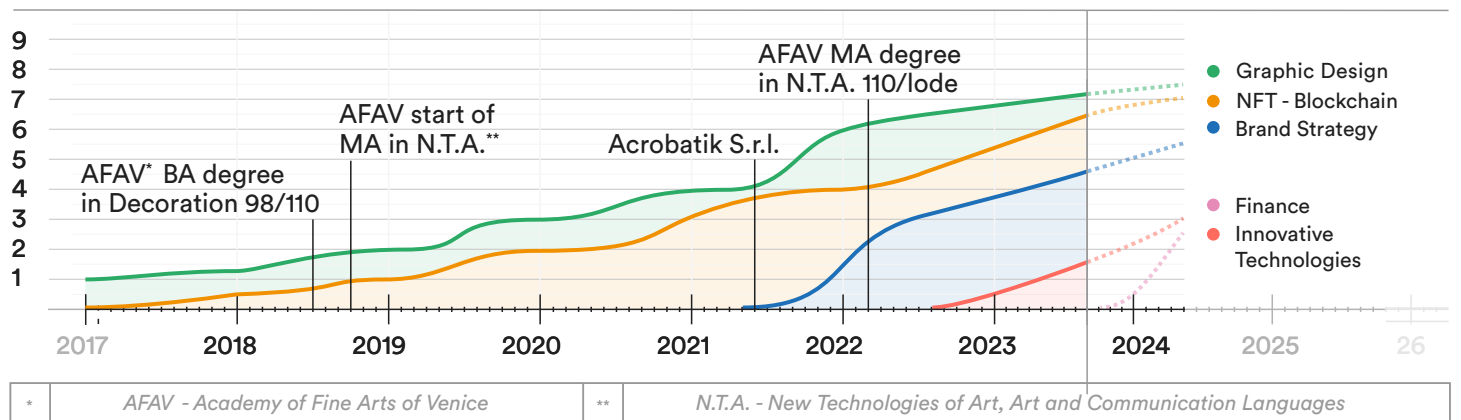
www.thomascalvez.it

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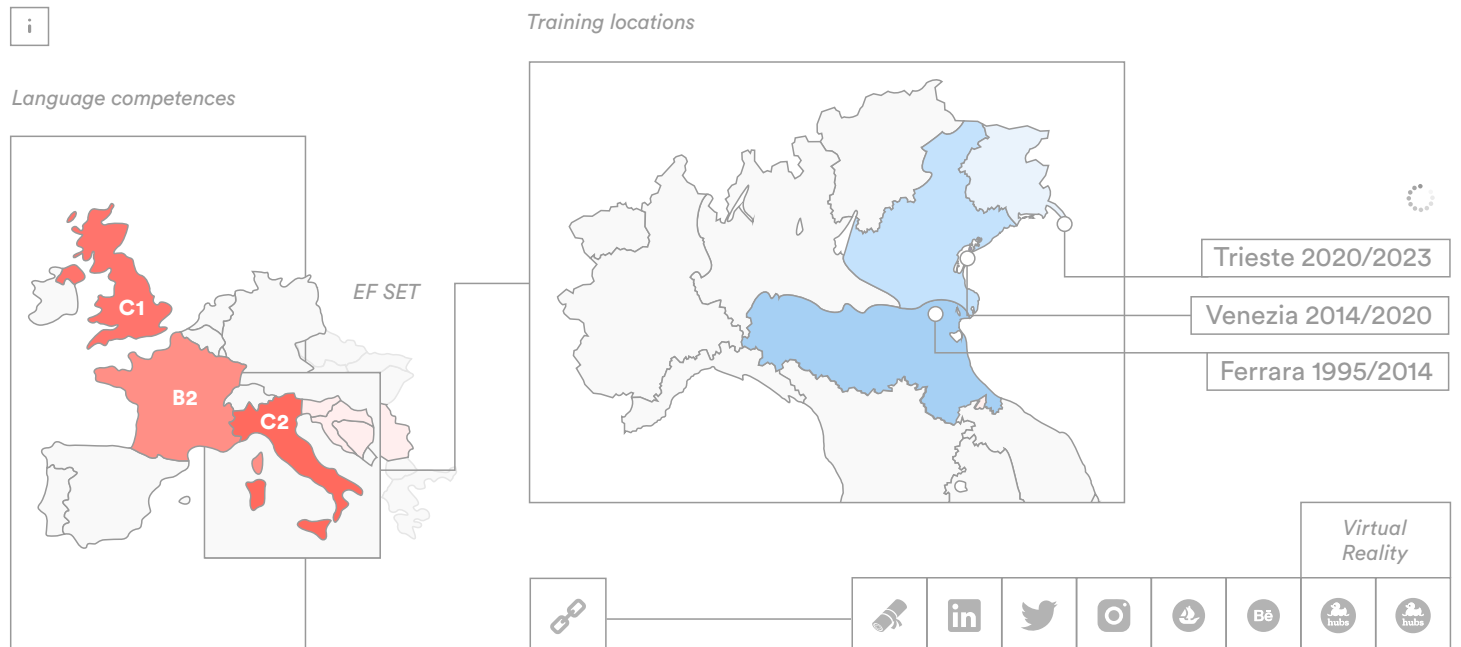
Cover letter

In a connected world where technological advancements demand faster and safer solutions, infrastructures are exploring Web3 and showing a keen interest in **blockchain**. Beyond narration and storytelling, companies and **brands** operating in the digital ecosystem now need to develop experiences. My goal is to bridge the cultural gaps of **digital innovations** and bring **NFT** technology directly to people through practical applications, pushing the boundaries of technology. By leveraging creative **communication** and **marketing** strategies, I aspire to innovate and revolutionize today's digital landscape together with your esteemed organization.

WHERE I COME FROM   **WHERE I WANT TO GO**

AFAV* BA degree in Decoration 98/110

AFAV start of MA in N.T.A.**

Acrobatik S.r.l.

AFAV MA degree in N.T.A. 110/lode

- ● Graphic Design
- ● NFT - Blockchain
- ● Brand Strategy
- ● Finance
- ● Innovative Technologies

Timeline: 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 26

*	AFAV - Academy of Fine Arts of Venice	**	N.T.A. - New Technologies of Art, Art and Communication Languages

3D modeling & video	Strategic communication	Social Media Platforms	Marketing	Multitasking Team Working	SEO Web Design

Training locations

Language competences

EF SET

C1

B2

C2

Trieste 2020/2023

Venezia 2014/2020

Ferrara 1995/2014

Virtual Reality

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Profile

Multidisciplinary artist specialized in **graphic design** and emerging technologies, graduated with honors in New Technologies of Art. My thesis focused on exploring new digital cultures such as Blockchain, NFTs, and **Metaverses**. I have experience as an experimental performer for *CollettivO CineticO* and possess **artistic skills** in paintings and installations through my Bachelor's degree in Decoration. My career at *Acrobatik S.r.L*. allowed me to successfully execute **strategic B2B** and **B2C projects**. Passionate about the **crypto** world, I have developed virtual influencers, NFT collections, and VR environments for interactive exhib, managing **immersive digital events**. Through creative applications of **innovative technologies**, my dream is to contribute to projects that inspire and engage both individuals and clients. My goal is to continue growing professionally while delivering a positive and significant impact to my clients.

Experience

05/2021 - 04/2023 — ***Graphic Designer, Acrobatik S.r.l.*** - Via Torino 34, Trieste
- Tasked with developing and implementing strategic **B2B** and **B2C** graphic content for high-profile projects, *Gruppo Generali, IllyCaffè, Legami Milano, ThermoKey, Vimar, Beltrami Linen,* and *Lio Factory*, collaborating closely with Chiefs and CEOs.
- Proficient in WordPress, web design, **SEO** optimization, **PPT** presentations, creating **newsletters**, and analyzing **reports**.
- Managed **social media profiles**, created **2D/3D** graphic and **video** content, increasing follower engagement by 5%

01/2021 - Present — ***Artista NFT Freelancer*** - Remote
- Conceptualized, produced, marketed, and launched **NFT** collections on OpenSea.
- Developed and organized **VR environments** for interactive collective exhibitions, creating immersive experiences for viewers.
- Managed social media profiles, **analyzed trends** and developments in the crypto ecosystem within creative-financial sectors.

10/2018 - Present — ***Content Creator Freelancer*** - Remote
- Designed 3D virtual influencers, created augmented reality social filters using SparkAR, and web designs on WordPress.
- Led projects for editorial materials, packaging, magazine layouts to establish visual identities consistent with brand identity.
- Possess advanced skills in photography, video editing, and motion design for producing engaging visual content.

Education

2018 - 2022 — ***Master's Degree in New Technologies of Art***, Accademia di Belle Arti di Venezia (110/110 with Honors)
- Specialized in contemporary communication and its digital, interactive, and multimedia expressions, delving into cultural and technical aspects to develop conceptual, historical, and aesthetic competencies in art. Proficient in comprehending and elaborating ideas underlying the most advanced and contemporary media scenarios.

2014 - 2018 — ***Bachelor's Degree in Decoration***, Accademia di Belle Arti di Venezia (98/110)
- Focused on acquiring traditional and contemporary artistic methods and techniques concerning space management and representation principles. Extensively researched visual artistic languages, enhancing skills in the field.