

VALERIA PULICI

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I am an Italian-born designer and artist, currently based in London. My work fuses fashion with experimental bioplastics and video. For my master's degree collection I decided to further explore the casting qualities of bioplastics. Exact handmade bioplastic replicas of collected and found everyday objects serve as embellishments for some items, while others feature a smooth, latex-like, handmade charcoal bioplastic material. It's all mixed in with carboot sales and second-hand finds, soft deadstock jacquard wools and a recycled feather duvet. A mix and match of messy and unrelated references to create the life of Filthy, a character who is constantly in a state of tension between themselves and the Other, the pleasant and the abject, the chic and the raw. A stratified subject who renounces themselves to contemplate in the Other a forfeited existence.

Watch "FILTHY" here: https://www.youtube.com/watch?v=5h_LBTA3dn8

WORK EXPERIENCE

NOW MILLENNIAL

London, UK

January-April 2022

July-November 2022

August-September 2023

FREELANCE PRINT DESIGNER

Freelance based print design for various seasonal projects. Print placements. Occasional photo editing.

NOW MILLENNIAL

London, UK

March-July 2021

November-December 2021

FREELANCE PRINT DESIGNER

Freelance based print design for various seasonal projects. Print placements. Occasional photo editing.

BOY LONDON

London, UK

October-December 2021

March-May 2021

FREELANCE PRINT DESIGNER

Prints design AW22.

Prints design SS22.

Banners design for website. Lookbook photo editing for website.

BOY LONDON

London, UK

July 2016-May 2020

FULL-TIME FASHION AND PRINT DESIGNER

In charge of the full collection development process, from initial design ideas to finalized product. Duties include: Men and womenswear streetwear and casualwear winter-summer collections research, design and development. Garments, prints and embroidery prototypes development. Design and development of collaboration collections. Fabrics and trimmings sourcing in China and London. Seasonal travels to China, working with the factories on site. Daily communication with factories and suppliers (UK, China, Turkey). Tech-packs and CADs. Samples production and final collection selection with seasonal lookbooks. Assisting during lookbooks photoshoots. Maintaining seasonal archives of samples and collections. Packing and shipping samples to showrooms. Interns and assistants interviews and selection. Graphic design for website when needed and occasional photoediting for lookbooks and website. Assisting Katie Earle for SS18 Katie EarleXBoy London runway collection (Design and garments development and backstage).

HARDWARE LONDON

London, UK

February-June 2016

DESIGN STUDIO ASSISTANT INTERNSHIP

Duties include: assist the Head Designer in every task required. Assist in the design development process of commercial designs (womenswear, accessories, shoes, tech packs, print design and placement). Photoediting, banners and social media posts. Materials and fabrics sourcing.

KTZ

London, UK

October 2015-January 2016

DESIGN STUDIO ASSISTANT INTERNSHIP

Duties include: assist the Studio Manager and Pattern Cutter in every task required. Assist in the design development process of commercial designs (menswear, accessories, shoes, tech packs, print design and placement, textile manipulation). Materials and fabrics sourcing.

EDUCATION

UAL CENTRAL SAINT MARTINS

MA Fashion Womenswear

2022-2024

Graduated with Distinction

UAL CENTRAL SAINT MARTINS

Graduate Diploma Fashion

2021-2022

Graduated with Distinction

ISTITUTO MARANGONI

Fashion Design Diploma

2014-2015

64/100

AWARDS

The Hon. Daphne Guinness Scholarship

2022-2023

MA Fashion Womenswear

Dr. Martens X Central Saint Martins

2023-2024

MA Fashion Womenswear

SKILLS

Design development.

Draping. Toiles development.

Machine sewing.

Garments construction. Knowledge of pattern cutting.

Print design and development.

Bioplastic materials design, development and application.

Casting, mold making.

Illustrations (hand, mixed-media and digital).

CAD and tech packs.

Photoshop. Illustrator. Premier Pro.

Basic knowledge of Blender, Z-brush and CLO 3D.