



Roxy
deva

IMAGINING
REBIRTHING



Contacts

+39 3383654102
rossana.cesaretti@gmail.com

www.artplatform.it
roxancesaretti.wordpress.com



Roxy Deva "Visions"



roxy_dev

About Me

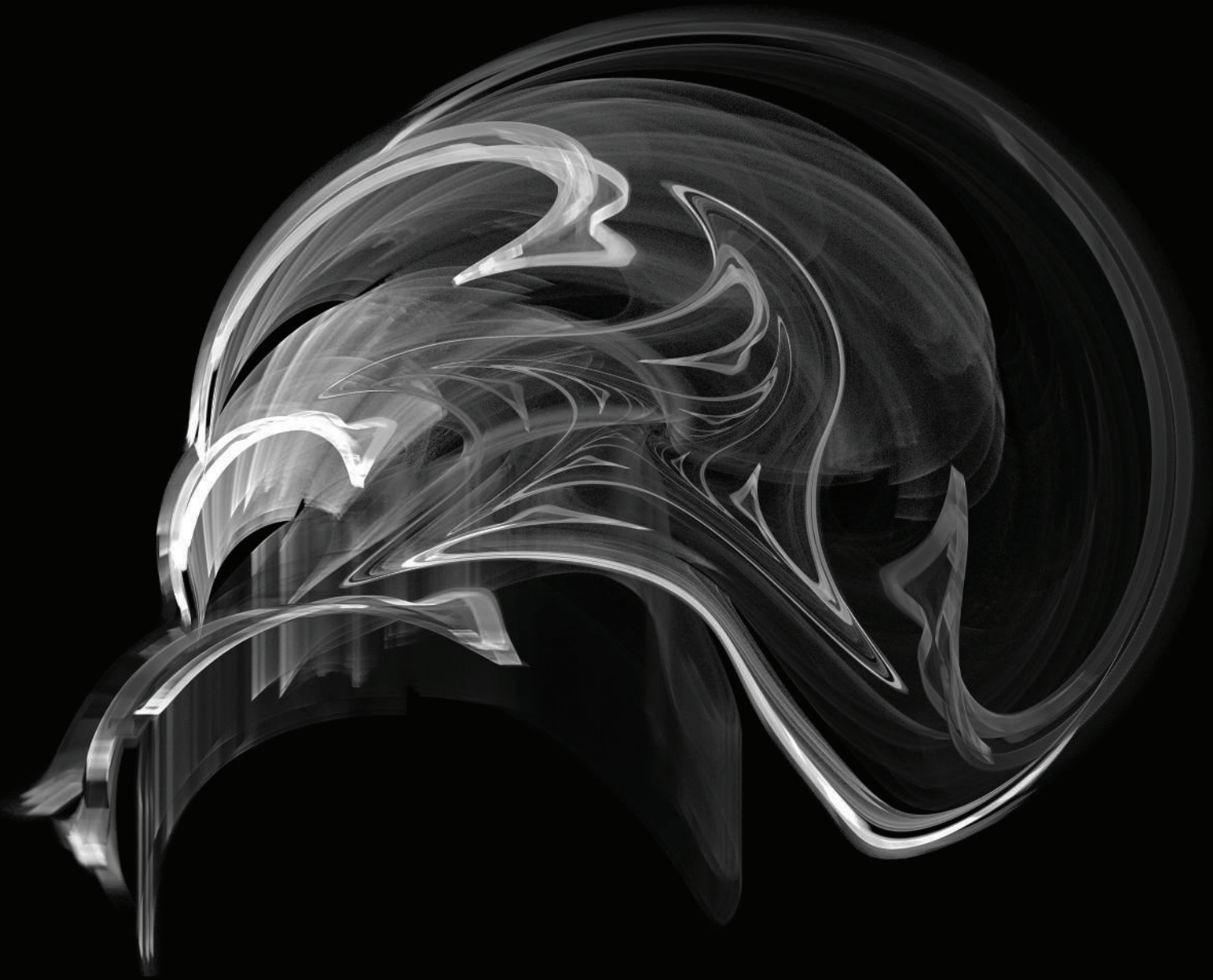
Roxy Deva explores "Panta Rei" concept in a personal artistic language which translates Instability and transformation of contemporaneity through mixed digital techniques

She has been working as a graphic and 3D generalist in the Entertainment industry: Printing (**Play Press Publishing**), Videogames (**Ubisoft Entertainment**), and Tv (**Vi.So**)

For 7 years she has been a production supervisor (**Clonwerk**) managing the workflow of graphic crews in live and streaming events (Italy, UK, France, UAE, Oman, Turkmenistan) and experienced Projection mapping, Virtual set, Augmented Reality

Recently (**Forge Studios**) she came back to Videogames as artistic supervisor

In her production she has been combining the experience and techniques got along her professional career





1999. "Artisti a confronto".
Group Exhibit edited by
Doretta Sacquegna. Rome

2000. "Artisti a confronto".
Group Exhibit edited
by Doretta Sacquegna at
"Festival Arts". Spoleto

2001. "Map Match a
Paris". Solo Show at "Plas-
tic". Milan

2002. "Art and Comics".
Group Exhibit at "Istituto
di Comunicazione Arman-
do Diaz" edited by Studio
Monkey. Milan

2012. "Beholding Beauty".
Special mention. Group
Exhibit at "Artrom Gal-
lery". Rome

SHOWROOM

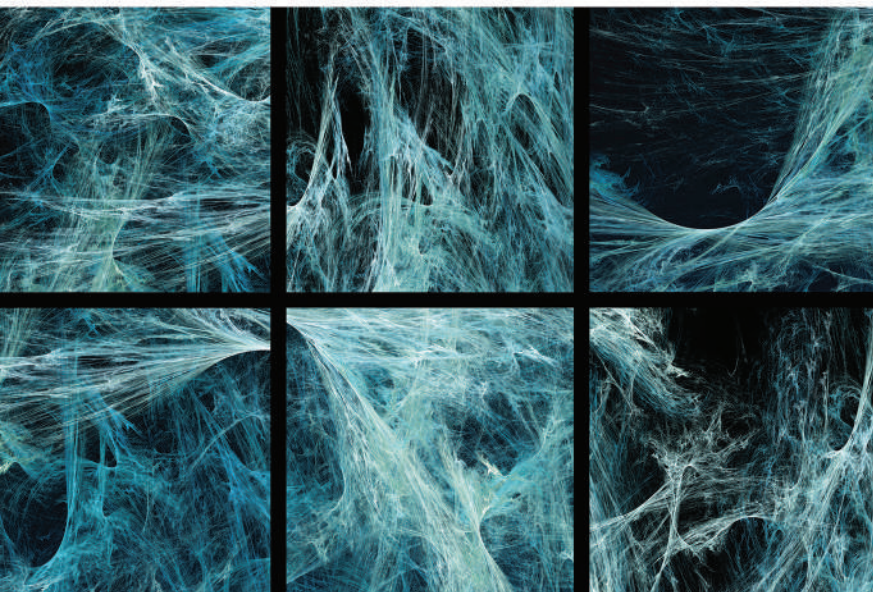
2013. "Trasformazioni in allu-
minio" Public Prize. Group Ex-
hibit at "Spazio Comel".
Latina

2013. "Keeping in Touch".
Group Exhibit at "Artrom Gal-
lery". Rome

2013. "Snap to Grid". Group
Exhibit at "LACDA" edited by
Rex Bruce. Los Angeles

2013. "Electron Salon". Group
Exhibit at "LACDA" edited by
Rex Bruce. Los Angeles

2014. "Women in the arts. Un
incontro a 13". Group Exhibit
at "St. Stephens Cultural
Center Foundation". Rome



SHOWROOM

2014. “No fear. Nessuna paura”. Solo Show at “Spazio Comel”. Latina

2014. “Be free from violence”. Group Exhibit at MACRO “Spazio factory Pelandra”. Rome

2018. “Nel giardino di Nina”.
Coltivando resilienza.
Group Exhibit at Monte Mario. Rome Art Week

2020.
#LARTENONSIFERMAALLOS
PAZIOCOMEL
Online Exhibition at Spazio Comel Contemporary art.
Latina



Education

1992-1994.

Restauration and Painting Decoration apprenticeship at DM Studio. Rome

1993 - 1998.

Academy of Fine Arts.

-Painting

-Graphic techniques

Thesis: Multimediality in contemporary art. Rome, Kassel (Germany)

1998.

A.S.I.G. Service

Master in Digital Layout, Rotogravure, Offset Press, Flexography. Rome

2009.

Quasar Design University

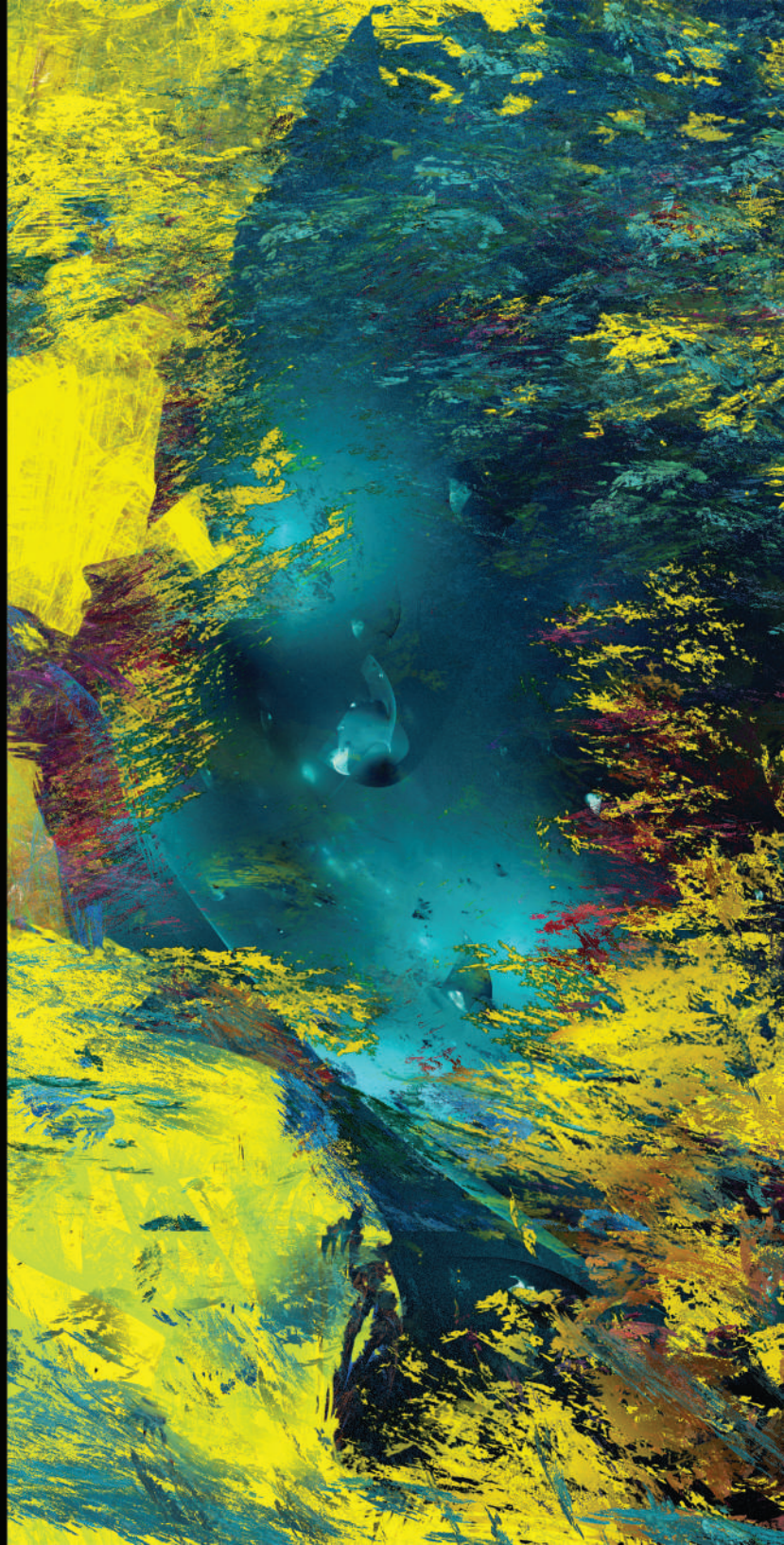
Master in 3D Hypergraphics. Rome

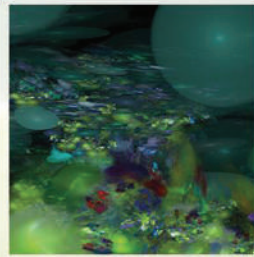
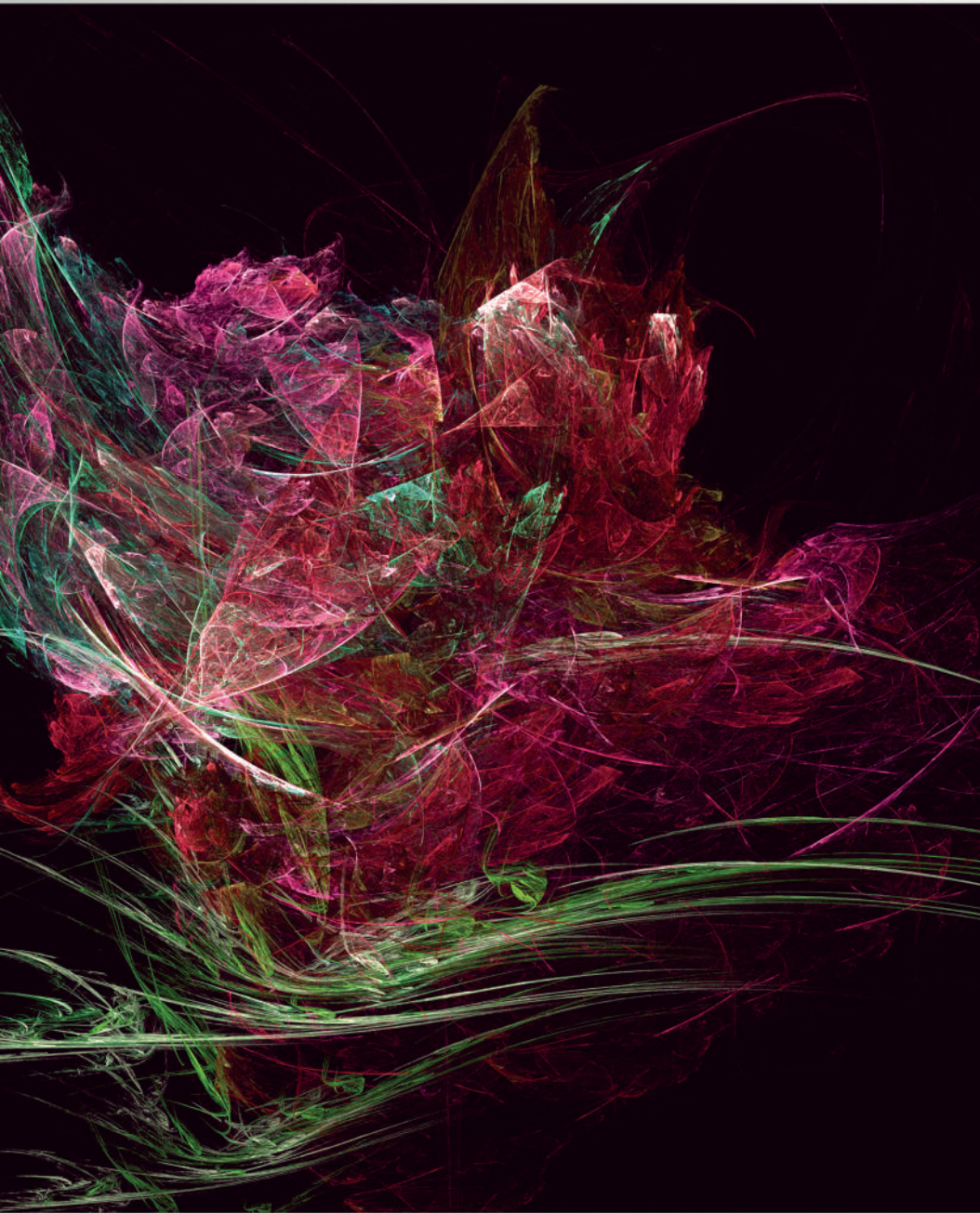
2020.

Imaster Art

Master in Concept art

Rome

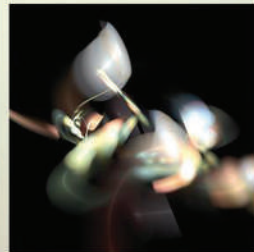




Nymphaea

NYMPHAEACEAE

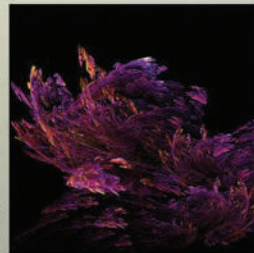
coquitaknuda



Magnolia

MAGNOLIACEAE

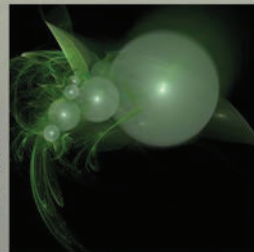
perseverans



Gentiana

GENTIANACEAE

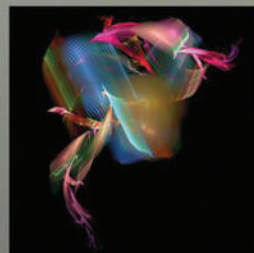
Parata



Sinforina

CAPRIFOLIACEAE

animosa



Orthilia

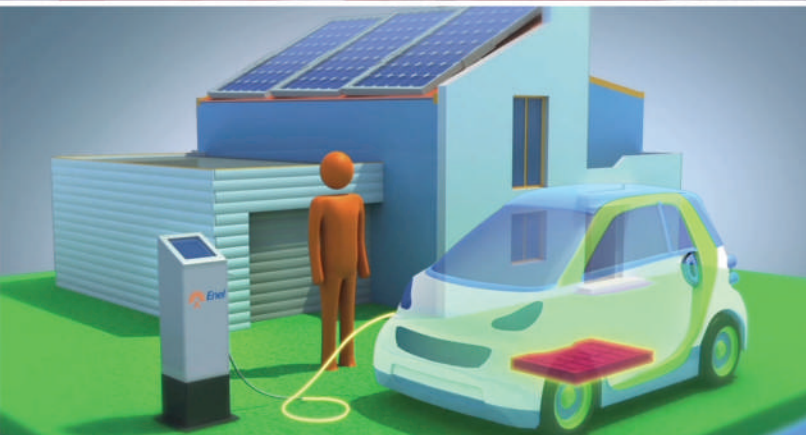
ERICACEAE

Raka









Cover Illustrations Projects

1998-2005

Videogames: 3D Generalist and Vfx @ Ubisoft (Rayman, Splinter Cell, The Mummy GBA, F1 Racing World Championship GBC, Jungle Book GBC)

2005-2008

Virtual Set: 3D Generalist and Art Director @ Vi.So. (Tv)

2009-2021

Post production (RAI, Mediaset, TV2000, Poker Italia 24, LA7) as Producer and Motion Designer @ Clonwerk

Stop Motion (Orchestra 2013, RAI Promos) as Producer @ Clonwerk

Virtual Reality, Motion Capture, Projection Mapping applied to International Events and Live Shows: UAE 45th National Day, Opening & Closing Ceremony of 5th AIMAG Turmenistan, 30th Summer Universiade Napoli, Seaport Turkmenbashi Awaza Opening Ceremony, Grand Opening Muscat International Airport Oman as Production Supervisor



