

BEATRICE MIKULSKYTE

3D Motion Design /
Creative & Art Direction /
Digital & Visual Communi-
cation

ABOUT ME

I'm a digital creative and art director with a background in 3D motion design and brand storytelling. I combine visual innovation with strategic thinking to craft impactful content and campaigns across digital platforms.

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Professional Experience

Freelance 3D Motion Designer / Art Director *Nov 2022 – Present*

Creating digital content, motion assets, and branded visuals for clients in tech, architecture, and entertainment. Consulting on art direction, storytelling, and creative workflows.

Treatment Studio - 3D Motion Designer *May 2025 – Sept 2025*

Visuals design for Tomorrowland x Insomniac residency at Las Vegas Sphere.

Eurovision Song Contest- *Jan-May 2025*

Collaboration with Ignas Blazys on Lithuanian entry. Art direction and motion design for stage visuals for Katarsis.

Bolder Creative – 3D Motion Designer *May 2024 – Dec 2024*

Art directed and developed 3D visual content for marketing and product storytelling (Pernod Ricard, Pepsico)

Studio Moross – Motion Designer *May 2024*

Motion design for Becky Hill live tour visuals.

Make Architects – Motion Artist, Partner *Jun 2023 – Apr 2024*

Designed and produced internal motion content and branding assets. Supported creative direction and visual strategy for in-house communications.

Freefolk – 3D Artist *May 2023 – Jun 2023*

3D modelling and look development for Dyson commercial.

Territory Studio – 3D Motion Designer *Jan 2023 – May 2023*

Art directed and produced motion and character design for Chanel and Porsche projects.

Foster + Partners – Visualisation Artist / 3D Generalist *Apr 2019 – Nov 2022*

Delivered high-end 3D animation and compositing for architectural and branding projects. Contributed to internal campaigns, visual identity, and creative direction.

Optical Arts – 3D Generalist *Feb 2021 – Mar 2021*

Supported visual development pre-production for Apple project.

KORB.tv – CGI Artist / Composer *Jun 2018 – Feb 2019*

Created 3D visuals for Nike, Lancome, and FX Networks projects. Worked on compositing and rendering for broadcast and online campaigns.

Education

MA Digital Effects, National Film and Television School (UK) | 2017–2019

Creative in Residence, Leeds Arts University 2016

BA Visual Communication and Video Production, Leeds Arts University (UK) | 2012–2015

Core Skills & Focus Areas

Creative & Art Direction – conceptualizing and leading visual language for campaigns, brand identities, and storytelling projects.

3D Motion Design & Animation – creating cinematic visuals for international brands (Chanel, Porsche, Dyson, Lancome, Nike, Pernod Ricard, Pepsico).

Visual Communication & Storytelling – translating complex ideas into cohesive, emotionally resonant visual narratives.

Collaborative Leadership & Emotional Intelligence – approaching projects and teams with curiosity, empathy and open communication.

Project Management & Production Coordination – managing timelines, deliverables, and creative resources for fast-paced, multidisciplinary projects.

Software & Tools – Cinema 4D, 3ds Max, Maya, ZBrush, Substance, Redshift, Octane, Nuke, Photoshop, Illustrator, After Effects, Premiere; exploring AI creative tools (Midjourney, Stable Diffusion).

Growing Interests – brand strategy, digital marketing, and content-driven storytelling across emerging media (AR/VR, interactive).

Content & Digital Marketing Tools – familiarity with CMS, SEO, Google Analytics, and social media management platforms.