

Valentina Miller

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PROFESSIONAL EXPERIENCE

Production Lead, Night Kitchen Interactive

Jan 2020 – present

Interactive Designer, Night Kitchen Interactive

Jan 2016 – Dec 2020

<https://whatscookin.com/>

Media producer and creative technologist with a record of shipping award-winning animated and interactive work for cultural and commercial clients. Combines the technical fluency of a CG generalist with systems thinking and hands-on production leadership to translate complex ideas into clear, engaging, and buildable experiences from concept to delivery.

Project Highlights

- **Smithsonian National Museum of Asian Art:** *Beyond Rumi* Animated Exhibition (2026)
- **National Aquarium:** *Blacktip Reef* Interactive Game and Animated Touchscreens (2025)
- **New Bedford Whaling Museum:** *Whale Watch* Augmented Reality North Atlantic Right Whale Encounter (2025), *Voyage Around the World* Multiplayer Game (2023)
- **Smithsonian Air and Space Museum:** *Rocket Lab* Website Accessibility (2022)
- **Bruce Museum:** *Climate Change* Pledge Booth (2022) & Animated Digital Exhibits (2021)
- **Smithsonian SITES Traveling Exhibits:** *The Bias Inside Us* Website Animations (2021)
- **Chesapeake Bay Maritime Museum:** *Sail the Seas* Shipbuilding Game (2020), *Maryland Dove* Sailing Dome Videography (2019)

Key Achievements

- Lead the technical and creative development of award-winning animated, interactive, and immersive media, shaping visual systems and guiding interdisciplinary teams
- Translate complex ideas into cohesive creative systems, bridging visual design and technical implementation within agile workflows to deliver on schedule
- Prototype emerging technologies to evaluate creative possibilities and technical feasibility
- Align creative vision with production realities to ensure projects are feasible and shippable

Production Skills

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|------------------------|-------------------------|---------------------|--------------|
| ■ Technical Direction | ■ Production Management | ■ Digital Strategy | ■ R&D |
| ■ 3D Modeling | ■ Texturing & Surfacing | ■ Rigging | ■ Animation |
| ■ Lighting & Rendering | ■ Compositing & Editing | ■ Rapid Prototyping | ■ XR Design |
| ■ VFX Supervision | ■ Camera Operation | ■ Photogrammetry | ■ Retopology |

Selected Workshops & Presentations

- Miller, V., Garwood, A., Cryst, C., Lapidés, M., Rocha, R., session: *From Static to Splashy: Refreshing Exhibits Without Starting Over*. Association of Science and Technology Centers 2025 Annual Conference, San Francisco Bay Area, CA, September 8, 2025.
- Miller, V., Lauben L., session: *Diving into Game Design at the National Aquarium*. Serious Play Conference, Rochester, NY, August 13, 2025.
- Miller, V. and Lapidés, M., pre-conference workshop: *Cooperative Multiplayer Games for the Museum Space*. MuseWeb 23, Washington, D.C., April 3, 2023.
- Miller, V., Crawford, S., and Giarratani, L., concurrent session: *Reinforcing the Message: Weaving Climate Stories Throughout Galleries and Exhibits*. Association of Science and Technology Centers 2022 Annual Conference, Pittsburgh, PA, September 12, 2022.

Selected Awards

- **MUSE Creative Gold Award**, Exhibition Experience, 2025 for *Blacktip Reef* Interpretive Touchscreens and Gallery Game, National Aquarium
- **MUSE Creative Platinum Award: Education**, 2022 for *The Bias Inside Us* Online Exhibition, Smithsonian Institution Traveling Exhibition Service
- **Horizon Interactive Gold Award: Websites— Arts/Activism/Culture**, 2022 for *Under One Flag* Online Exhibition, Filipino Veterans Recognition and Education Project

Faculty Design Lecturer, The University of Pennsylvania

Aug 2024 – present

<https://www.design.upenn.edu/>

Graduate-level computer graphics educator teaching at the University of Pennsylvania's Stuart Weitzman School of Design and School of Engineering and Applied Sciences.

Key Achievements

- Teach Computer Graphics Imaging course to engineering & design graduate students
- Design curriculum that bridges technical rigor and visual storytelling, preparing students for roles in graphics engineering and technical direction.

Tools & Platforms

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|---------------------|----------------------|--------------------|-------------------|
| ■ Maya | ■ Unity | ■ Unreal Engine | ■ Reality Capture |
| ■ Substance Painter | ■ Touch Designer | ■ After Effects | ■ Premiere |
| ■ Figma | ■ Nuke | ■ Github/Bitbucket | ■ Claude Code |
| ■ Cursor | ■ WordPress / Strapi | ■ React JS | ■ Python |

Founding Chair, Philly ACM SIGGRAPH Professional Chapter

Nov 2023 – present

<https://philadelphia.siggraph.org/>

Founding Chair of Philadelphia ACM SIGGRAPH, a professional group dedicated to connecting Philadelphia’s design professionals and exploring the crossroads of art and technology.

Key Achievements

- Founded a local professional design chapter to connect professionals in the region.
 - Recruited over 200 digital professionals as members in two years.
 - Established partnerships with Philadelphia’s local businesses to sponsor dozens of events, including the annual Computer Animation Festival.
 - Spearheaded an residency with DesignPhiladelphia and 12+ community partners
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Adjunct Professor of Digital Media, Drexel University

April 2015 – present

<https://digm.drexel.edu/anfx/>

Program-shaping educator with extensive experience designing and leading undergraduate and graduate courses in immersive media, animation, and interactive systems.

Key Achievements

- Teach dozens of classes including Animation, Computer Graphics, Imaging for Immersive Media, Professional Practices, and Human Factors Engineering
 - Designed and launched five original VR/AR courses in Virtual Reality & Immersive Media
 - Developed a student-led cultural digitization partnership with the Drexel Collection
 - Advise on master’s thesis advisory boards and senior project committees
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EDUCATION

DREXEL UNIVERSITY. Philadelphia, PA

Bachelor of Science, Animation & VFX

Magna Cum Laude, June 2015

Master of Science, Digital Media

with Distinction, June 2016

Key Achievements

- Directed & Produced *At the Mountains of Madness*, a 6-minute animation, in nine months
- Produced *DreadnoughtusVR* and Master’s Thesis on Immersive Paleoart in collaboration with students in Digital Media and Earth Sciences departments (2016)
- Won first place in “Human Wellbeing” category at MIT’s Virtual Reality Hackathon (2016)
- Founded Drexel University’s Virtual Reality club (2016)