VERONICA LABANCA

CONTACT

(401) 919-4375

■ Labancav17@gmail.com

Somerset, MA.

EDUCATION

2020-2022 SUFFOLK UNIVERSITY

Graphic Design

2022-2025
MASSACHUSETTS COLLEGE OF ART
AND DESIGN

Studio for Interrelated Media

SKILLS

- Production Management
- Creative Direction
- Teamwork
- Branding/Visual Identity
- Leadership
- Effective Communication
- · Critical Thinking
- · Adobe Suite
- · Graphic Design
- Fabrication
- Crowd Management
- Photography
- Social Media Marketing
- Collaboration
- · Sound Engineering
- Problem Solving

LANGUAGES

- Portugese
- Spanish

EXPERIENCE

Ros Barron: Sketches to Screens

December 2024

Graphic Designer

 A film viewing and archival exhibition. I designed the social media posts and event flier.

What Happens Under Moonlight

December 2024

Executive Producer/Creative Director

 A performance art event. I created the concept, produced the event, directed a technical team, build the social media marketing, and curated the show.

New Culture

November 2024

Lead Producer/ Creative Director

 A collaborative exhibition. I produced the event, organizing schedules, gallery management, curating artists, establishing the concept, and exhibited work.

No. 97 November 2024

Studio Assistant/Videographer

 A studio and exhibition at Boston Center of the Arts. I was the studio assistant, cleaning, arranging lighting, backdops, and archiving. I also set up videocameras in the gallery spaces to record durational performance.

Nebula October 2024

Exhibitin Artist

 A drag performance art show. I performed a gory nurse piece where I fabricated costuming and special effects.

Transylvania is Burning

October 2024

Exhibiting Artist

 A drag performance art show. I accompanied The Robiness, singing using voice modulations through Ableton Live.

Boy Parts

October 2024

Lighting/Projection Rigger

• A tradition gallery exhibition. I rigged the lighting fixtures, set colors, and installed the projector in a hanging cieling mount.

The Junk Drawer

June 2024 - August 2024

Graphic Designer/Event Assitant/Stage Hand

• An underground performance venue. I designed the flier for two events and ensured performer care while stage handing.

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Purity May 2024

Technical Director/Live Stream Operator

 A 24hr cello performance. I organized the space for audience viewing, set up audio and live stream equipment, I overall produced and managed the artist.

Pull Up Dance Cypher

May 2024

Graphic Designer/Audio Engineer

 A public dance cypher at Lynch Park and accompanied artist market. I designed the brand kit, logo, and marketing. I also set up the audio equipment and engineered.

Colleges of the Fenway Theatre

April 2024

Graphic Designer

• A rendition of The Wizard of Oz musical. I made the event flier incorporating pieces of the creative direction.

Big Ass Gala

March 2024

Creative Director/Gallery Manager/Exhibiting Artist

 A collaborative art exhibition. I fabricated props/set pieces to make gallery spaces immersive, as well as performed in the live portion of the showcase.

Wasted

February 2024

Executive Producer/Curator/Graphic Designer

 A performance art exhibition. I built the concept of the show, designed the stage, curated artists, performed, and also created the social media marketing.

Let's Pretend

December 2023

Executive Producer

 A durational performance gallery. I curated the performers, organized the space, established a lighting plot, and designed the invitations for guests.

Side Door

December 2023

Graphic Designer/Exhibiting Artist

 A one-night-only Jazz club, where I made the flier and accompanying social media marketing. I also performed live music and fabricated the headpiece/costuming.

The Rebirthday Party

November 2023

Lead Graphic Designer/Creative Director

 A collaborative artist exhibition with the theme "rebirth". I built the visual look, organized photoshoot, and designed the overall craetive direction to fabricate stage and design.

Sounds at the Station

October 2023

Event Producer

A multi-day exhibition at The Station in Fenway, I produced a day of curated performane art on a transformative stage.

S.I.M at the Station

October 2023

Lead Graphic Designer

 A multi-day exhibition at The Station in Fenway, I built the brand kit including flier, wayfinding signage, and banners.

Red Light District

October 2023

Executive Producer/ Creative Director

 A exhibition I curated surrounding themes of sensuality. I installed work, designed the space, and fabricated props.

Godine Family Gallery

July 2023 - May 2024

Gallery Manager/Graphic Designer

 A traditional gallery in Boston, MA. I installed 2D, 3D, and video work on projectors and CRTVs. Managed artists, provided support for them on audio and lighting needs. Maintained the spaces safety and look.

Reconfiguring God

June 2023

Technical Director/Projection Operator

 A sound/movement artist experiment at The Old North Church by Dzidzor Azaglo. I built a technical team and operated the projector.

Ros Barron: Naming Ceremony

September 2023

Graphic Designer/Curator

 A naming ceremony for a studio space. I designed the poster for the event, then curated and installed a gallery of archival work on CRTVs.

Art for the Year 2173

April 2023

Lead Graphic Designer/ Event Producer

 A futuristic public art making event in Boston, MA. I did the way finding signage, flier, and curated and installed the accompanying gallery.

All School Show 23'

April 2023

Lead Graphic Designer

 An exhibition of past, present, and future. I lead the design team, overseeing and scheduling, while also creating the flier.

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Subculture Friend Cave

November 2023

Graphic Designer/Exhibiting Artist

 An exhibition incorporating forms of publication and personal narrative. I designed the way-finding signage and poster. My artwork exhibited was a fibers piece, accompanied by a graphic design.

The End of Big Show

November 2022

Graphic Designer/Exhibiting Artist

• Designed the program for a collaborative exhibition exploring themes of death. My artwork exhibited was photography and CRTV installation.

ROMA ST.

October 2022

Exhibiting Artist

• A solo art exhibition in Boston, MA exploring themes of nostalgia through mixed media 2D artwork.