**Short Biography**

My name is Viktoriia Vlasenko. I was born on September 14, 1990 in Ukraine.

I received my fashion design education at the Kyiv State Institute of Decorative Arts and Design ‘M. Boychuk' (Ukraine) and then at Milan IED Istituto Europeo di Design (Italy). During this period, I was a laureate of various Ukrainian and European competitions.

I am professionally engaged in fashion design and costume design. I am the author of the Terrasse brand and clothing line (Ukraine), which until March 2022 were represented by six own stores in Chernihiv and Kyiv. The Terrasse brand became especially famous after Natalia Oreiro appeared on the red carpet of the Platino Awards 2017 in Madrid in a dress that I created.

In collaboration with Vogue and other well-known magazines, I have implemented many fashion photography projects. In Ukraine, I also designed costumes for theatrical productions, concerts and TV programs.

During my career, I have created several large-scale social fashion projects, the most resonant of which is ‘I can’t keep calm. Stop the war in Ukraine. Fashion design by Viktoriia Vlasenko’ (2014–2017). This project was presented in Italy and was intended to convey to the Italian public information about the war in Ukraine. As part of this project, a collection of women's clothing was created, a collection of dolls that were exact copies of the models on the shows; as well as a book with a circulation of 100,000 copies was published and the film 'No War’ was made.

Since 2011, I have been working in the US film industry as a Costume designer, Makeup and SFX Artist. So far, I have been involved in the production of over 50 films, both short and feature length. I received 17 Best Costume and Makeup awards at various international film festivals (including European Cinematography Awards, Five Continents International Film Festival, Flicks Film Festival, International Independent Film Awards, London International Motion Pictures Award, etc.)

Much of my experience in the film industry as a Costume designer, Makeup and SFX Artist has been creating costumes for Sci-Fi, horror, thriller and mystery films. Such work is a challenge for the costume designer every time; it requires a creative approach and constant improvement. Today my skills, in addition to my actual work as a Costume designer, include sculpture, doll making, modelling, graphic design, painting and drawing, material technology and more. I am constantly learning, constantly taking on new projects, I want to receive feedback from colleagues, learn from them new methods of work. That is why I really want to become a member of the Costume Designers Guild.

All my works, details of my creative path, as well as links to articles in the media about me and my projects can be found on my website: <http://vikvdesign.com>