



Born in Milan, February 10, 2003
Lives in New York

ABOUT ME

I have always been passionate about storytelling: from filling out notebooks with drawings that told original stories, to my passion for cinema and acting. Studying and pursuing a career in Animation was just the next right step.

CONTACT

-  vickytor.com
-  vickytor.animation@gmail.com
-  [@vickytor.animation](https://www.instagram.com/@vickytor.animation)
-  [LinkedIn](#)
-  [Animation Showreel](#)

SKILLS

Professional

- CG Character & Creature Animation
- Rigging
- Organic & Hard Surface Modeling
- Texturing/Surfacing
- Layout
- Storyboarding
- Scripting in Python and MEL
- Scripting in HTML/CSS/JavaScript

Soft Skills

- problem-solving
- leadership
- teamwork
- empathy

Victor D'Anzi

3D ANIMATOR & CG GENERALIST

EDUCATION

September 2023 - May 2025 | New York, NY, USA
School of Visual Arts (SVA)
MFA Computer Arts

October 2020 - July 2023 | Rome, Italy
IED - Istituto Europeo di Design
Diploma Accademico di primo livello in Nuove Tecnologie dell'Arte
- indirizzo Computer Generated Animation
Final Grade: Summa cum laude

EXPERIENCE

Screening at **View Conference 2023** | Turin, Italy
Artifex - short film
screenplay, character animation, pipeline TD,
storyboard, layout, compositing

50x AR Exhibition, Gent Film Fest 2023 | Gent, Belgium
Animated Self-Portrait in Augmented Reality

Technical

- Maya
- Houdini
- ZBrush
- Adobe Photoshop
- Adobe Substance Painter & Designer
- Unreal Engine 4 & 5
- Arnold
- Nuke

Languages

- Italian - Native
- English - C2 (IELTS)