



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

Current GPA: 4.0

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)