



Born in Milan, Italy. Based in New York, NY, United States.

SKILLS

- CG Character Animation
- Compositing
- Technical Animation/Simulation
- Grooming
- Rigging
- Shading & Look Development
- Organic & Hard Surface Modeling
- Layout
- Scripting in Python, MEL and VEX

Softwares

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

Languages

- Italian - Native
- English - Proficient

CONTACT

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-  [/victordanzi](https://www.linkedin.com/in/victordanzi)
-  [Demo Reel](#)

Victor D'Anzi

CG GENERALIST

EDUCATION

School of Visual Arts (SVA)

MFA Computer Arts

GPA: 4.0, Paula Rhodes Memorial Award for Exceptional Achievement
May 2025 | New York, NY

IED - Istituto Europeo di Design

BFA in CG Animation

Summa cum laude

2023 | Rome, Italy

EXPERIENCE

House of Parliament

Computer Graphics (CG) Generalist

Jul 2025 - present | New York, NY, USA (hybrid)

Moonshot CGI

Creature Animator

May - Aug 2025 | Rome, Italy (remote)

Commission by **View Conference 2023** | Turin, Italy

Artifex - short film

pipeline TD, character animation, compositing, screenplay, storyboard, layout

ABOUT ME

What excites me most about animation is the ability to express a character's psychology through every detail. I love pushing technical tools to enhance storytelling and deepen character development.

Working on my short films, I led a small team and learned to overcome technical challenges through problem-solving and adaptability to realize the artistic vision of each project. As class representative at SVA, I also refined my empathy and communication skills, to support my peers and foster a collaborative environment.