

Vinny Victorio | 3D CG Artist

The Netherlands, Utrecht Area

www.vinnyvictorio.com

www.linkedin.com/in/vinnyvictorio/

vinnyvictorio@protonmail.com

+31 6 462 174 35

Personal Summary

A motivated and passionate 3D artist focused on modeling, texturing and shading, from stylized to realism with knowledge of industry standard best practices.

Experience

Vinny Victorio

Freelance

September 2015 - Present

3D CG Artist

Colorbleed

Internship

September 2015 – January 2016

3D CG Artist

Fube

Internship

January 2013 – April 2013

3D CG Artist

Responsibilities:

- Working closely with other creative individuals in a cooperative environment.
- Developing high and low fidelity 3D assets from beginning to end.
- Ensuring that all assets and materials are compliant with company standards and art-direction.
- Working on projects with both on- and off-site teams.
- Meeting tight deadlines.

Skills

Core Skills

Creative Solutions

3D Modeling

Digital Sculpting

Anatomy

Texturing

PBR Shading

Software

Autodesk Maya

Pixologic ZBrush

Fusion 360

Marvelous Designer

Substance Painter

The Foundry Mari

Knald & XNormals

Marmoset Toolbag

VRay

Language

Dutch, Native

English, Proficient

Education

University of the Arts Utrecht

BDes Animation, 3D CG Artist

2013 – 2018

King Willem I College

Media Art & Design

2009 – 2013