

Victor Wagner

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victorfx.com

415-373-6015

Objective *FX Animator/3D Artist*

Industry Experience

- 2009 -** **VFX supervisor**, *Gloomshade, Chipped.*
- 2008 - 2009** **Technical Director Internship**, *Red Giant Studios*, San Francisco
Responsible for dynamics simulation in the short film *The Way to Heaven.*

Experience

- 2005** **Freelance Graphic Design lead** at *Skandinaviske* in Oslo Norway.
- 2001 - 2002** **Graphic Design** at *Just Cruzin' Production* in Oslo Norway.
- 2000 - 2001** **Art Director Assistant** in *One Communication Inc* in Oslo Norway.

Education

- 2007 -2009** MFA, *Animation and Visual Effects (VFX)*
Academy of Art University, San Francisco.
- 2002 - 2007** BFA, *Animation and Visual Effects (VFX)*
Academy of Art University, San Francisco.

Awards

- 2007** **Academy of Art University Spring Show** San Francisco CA 2007. Best in category award for Dynamic and Particles.

Software/OS

Maya, Reallflow, Matchmover 2010, Renderman, Shake, Adobe After Effects, Final Cut Pro, Adobe Photoshop, Adobe Illustrator, Indesign, Linux.

Vita

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|-------------|---|----------------------------|
| 2009 | <i>The Way to Heaven</i> (3D short film) | Technical Director |
| 2009 | <i>Bot</i> (3D short student film) | Technical Director/Texture |
| 2009 | <i>Gus</i> (3D short student film) | Technical Director/Texture |
| 2008 | <i>Half-Life</i> (Independent Film) | Dynamics |
| 2007 | <i>A Virgin Voyage</i> (3D short student film) | Shading/Lighter |