



GUSTAV BRIX TORØ

3D & HOUDINI GENERALIST

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I have an **optimistic can-do mentality** and appreciate pushing projects until achieving the desired visual look. I like **to challenge myself** and I am constantly curious on ways to optimize my workflow and **improve as an artist**.

Experience

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|-------------------------------------|---------------------------------------------------------------|
| NDA Disclosed Episodic | Lighting Intern Important Looking Pirates |
| “Lament” 3D short film | VFX LEAD The Animation Workshop, Viborg, Denmark |
| “Choose To Change” 3D Commercial | Technical Director The Animation Workshop, Viborg, Denmark |
| “A Dental Dilemma” 2D short film | Technical Director The Animation Workshop, Viborg, Denmark |

Education

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|-------------|----------------------------------------------------------------------------------|
| 2018 - Now | Bachelor of Arts in Computer Graphic, The Animation Workshop, Viborg, Denmark |
| 2020 - 2020 | Professional VFX Course, The Animation Workshop, Viborg, Denmark |
| 2017 - 2018 | The Drawing Academy, The Animation Workshop, Viborg, Denmark |
| 2012 - 2015 | High school certificate – Communication & IT Aarhus Buisness College |

Software Knowledge

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| Maya |
| Houdini |
| SpeedTree |
| ZBrush |
| Mari |
| Nuke |
| Substance Painter |
| Photoshop |
| Premiere Pro |
| After Effects |
| 3D Equalizer |

Skillset

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|-----------------------------|
| FX (Houdini) |
| Modelling |
| Sculpting |
| Texturing & Shading |
| Design & Visual Development |
| Grooming |
| Lighting & Rendering |
| Set-dressing |
| Rigging |
| Compositing |
| 3D Tracking |

Language

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| Danish | Native |
| English | Fluent |
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