

NADIA DIVINCENZO

VFX Master Student

Computer Animation Master student looking for industry connections and part-time/internship jobs. Passionate about all forms of 3D modelling and texturing, especially environmental art. 6 months of industry experience interning at two different studios. Friendly, organized and always up for a challenge!



WORK EXPERIENCE

- **2D/3D Generalist** 05/2024 - 10/2024
MCW, Rotterdam
 - Created models for an exhibit on the Gennerperhuys in Gennepe.
 - Created models and 2D character animations for an exhibit on the A-Ma Temple in Macau.
 - Created 2D recreations of decaying Nazi graffiti in Fort Everdingen.
- **3D Generalist** 06/2023 - 10/2023
Mirage3D, Den Haag
 - Worked on four hyper-realistic models and textures for a 360° film about the tomb of King Tutankhamen, including models of Anubis and the wraps of the mummy.

EDUCATION

- **MA 3D Modelling and VFX** 09/2025 - present
University of Hertfordshire - Hatfield, United Kingdom
- **BA Computer Animation Art and Design** 09/2022 - 06/2025
Bournemouth University - Bournemouth, United Kingdom
Graduated first class honors.
- **Gymnasium** 09/2016 - 06/2022
Bernardinuscollege - Heerlen, The Netherlands.
Graduated summa cum laude.

SOFTWARE SKILLS

- **3D Software**
Long-time user of Maya, Unreal Engine, ZBrush, Substance Painter. Confident in Houdini and Blender.
- **2D/Post Software**
Fully confident in Photoshop and Procreate. Happy to use Nuke and most Adobe software (After Effects, Animate, Illustrator)

CONTACT

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Website

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LANGUAGES

- English - Native
- Dutch - Native

HOBBIES

- Flautist for 12 years
- Women's captain of Ultimate Frisbee team
- Secretary of chess club
- Participant of Inktober and Mermay