

NADIA DIVINCENZO

Computer Animation Graduate

Final year animation student looking for industry connections and a graduate job. Passionate about all forms of 3D modelling and texturing. 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

- **BA Computer Animation Art and Design** 09/2022 - 06/2025
Bournemouth University - Bournemouth, United Kingdom
- **Gymnasium** 09/2016 - 06/2022
Bernardinuscollege - Heerlen, The Netherlands.
Graduated summa cum laude.

SOFTWARE SKILLS

- **Modelling**
Maya, ZBrush, Blender, Houdini, Marvellous Designer
- **Texturing**
Substance Painter, Substance Designer, Mari, Photoshop, Procreate
- **Animation**
Maya, Blender, Adobe Animate
- **Rendering**
Unreal Engine 5, Maya V-Ray/Arnold
- **Postprocessing**
Nuke, Adobe After Effects, Premiere

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