

Victoria Anderson

MODELER, ANIMATOR, AND TECHNICAL ARTIST

14544 S RIVER CHASE RD. HERRIMAN, UT 84096

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SKILLS

Technical Artist

3d Modeling

- Maya
- ZBrush
- Blender

Texturing

- Substance Painter

Perforce (P4V)

Unreal

Unity

Oculus/Index VR

Github

2D/3D Animation

Drawing/Painting

Organization

Leadership

Team Management

Communications

EXPERIENCE

DGM Nanotech, Utah Valley University—VR Simulation Co-Manager

November 2021 – present

Managed and maintained the VR simulation for the university's Nanotech department.

Co-manager for reworking the VR scenes from Unity to Unreal Engine.

Responsible for testing, milestone management, communication between fields, aesthetic, scene building, modeling, texturing, and lighting.

Bath and Bodyworks, University Mall —Sales Associate

August 2018 - May 2021

Handled and Processed Shipment. Managed stock room and stock on the sale floor. Helped customers, restocked store, processed cash transactions, rearranged floorsets.

Very good at staying organized, problem solving, and keeping the store functioning and moving smoothly.

EDUCATION

**Providence Hall High School, Herriman UT —
Highschool Diploma**

September 2015 - January 2018

**Utah Valley University, Orem UT — Associate
Degree; BS degree**

January 2018 - May 2022

Animation and Game Development

Social Media/Art Pages

Main Website:

[https://tori7809.wixsite.co
m/victoria-anderson--3](https://tori7809.wixsite.com/victoria-anderson--3)

Art Station:

[https://www.artstation.com/tor
i7809](https://www.artstation.com/tori7809)

Instagram:

[@_T_scribble](#) (Art)

