

# Astrid Brix Torø

## CV

### Education

- 2009-2012 High school certificate - Social studies & Sports  
*Egaa Gymnasium, Denmark*
- 2013-2014 Course - Illustration, Drawing & Design  
*Akademiets skoler, Copenhagen, Denmark*
- 2015-2019 Bachelor of Arts in Computer Graphic  
*The Animation Workshop, Viborg, Denmark*

### Experience

- "Tumblehead" – *Animation studio* CG generalist  
Viborg, Denmark  
January 2019 - Now
- "Cirkus" – *Animation studio* Intern, CG generalist & Concept artist  
Auckland, New Zealand  
Aug-Nov 2018
- "Forget-Me-Not" – *3D short film* Pipeline manager & CG generalist  
The Animation Workshop, Denmark  
Release January 2019
- "Float" -*3D Commercial* Art director  
The Animation Workshop, Denmark  
2017
- "Spookeri" - *2D short film* Art director  
The Animation Workshop, Denmark  
2016



### Software knowledge

- Autodesk: Maya
- Pixologic: Zbrush
- The Foundry: Mari
- The Foundry: Nuke
- Adobe: Photoshop
- Adobe: Premiere Pro
- Adobe: After Effects
- Adobe: Illustrator

### Skillset

- Design & Visual Development
- Modelling
- Digital & Traditional Sculpting
- Texturing & Shading
- Grooming
- Lighting & Rendering
- Set-dressing
- Rigging
- Compositing

### Language

- Danish *Native*
- English *Fluent*
- Norwegian *Intermediate*
- Swedish *Intermediate*
- Spanish *Intermediate*