



CAMILLA TACCHI

Bilingual VFX, 3D Artist and Animator

Paris, France 75010

+39 366 193 2062

camilla.tacchi@newschool.edu

LinkedIn: [camillatacchi](#)

www.camillatacchi.com

PROFESSIONAL EXPERIENCE

The Invisible Collection, Video Production, Post-Production, and Motion Design

June 2025–Present, Paris, France

- Supported the Head of Socials in planning content across multiple platforms
- Assisted videographer in video shootings
- Produced motion design assets, 2D animations, promotional videos, and edited pictures
- Developed luxury brand content from research and concept development to final production

Félicie Eymard, Creative Intern and Social Media Assistant

March–May 2025, Paris, France

- Created engaging content for social media, including 3D animations, photography, and video production
- Designed and rendered 3D product models for printing and selling products
- Developed a comprehensive digital portfolio to showcase the company to clients and competitions

Forty5 Magazine, Creative Director Assistant

February 2025–May 2025, Paris, France

- Supported the editorial direction of the Parsons Paris student magazine
- Collaborated with the Social Media Manager to ideate and produce digital content
- Coordinated production timelines and ensured deadlines were met
- Production assistance in the editorial shoot

Parsons Paris, Content Creation

December 2023, Paris, France

- Designed and implemented an original typeface for an animated GIF featured on Parsons Paris' social media channels
- Participated in creative briefings

TECHNICAL SKILLS

After Effects ●●●●●
Blender ●●●●●
Coding ●●●
Houdini ●●●
Illustrator ●●●●
InDesign ●●●●●
Maya ●●●●
Nuke ●●●●
Photography ●●●●
Photoshop ●●●●●
Premiere Pro ●●●●
Video Shoot ●●●●

LANGUAGES

Italian Native
English Bilingual
Spanish Intermediate
French Intermediate

OTHER INTERESTS

Baking
Crochet
Fiction Literature
Film Studies
Music (Guitar, Violin)
Physics and Math

EDUCATION

Parsons Paris, The New School

BFA Art Media and Technology

2022–2026

- Interdisciplinary major that explores the use of different media for art and design
- Videomaking and shooting
- 3D media production
- Installation Art
- Graphic Communication

London College of Communication, UAL

Computer Animation and Visual Effects

Fall 2024 (Study Abroad)

- Green screen shooting
- Keying and compositing in Nuke
- 3D environment render and design in Maya
- Procedural modelling and simulations in Houdini

Johns Hopkins University

Neuroscience and Human Behaviour

July–August 2021 (Summer Course)

- Attended online asynchronous lectures
- Designed and illustrated a magazine based on the studied subject