



# CAMILLA TACCHI

Bilingual VFX, 3D Artist and Animator

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## 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