

GIULIA AUDITORE

SENIOR 3D CHARACTER ANIMATOR



www.giuliaauditore.com



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EXPERIENCE

Living in
Suhr, Switzerland

Available from
November 2026

- Feb 2026 **Senior 3D Animator** at ICON creative studio (Vancouver, BC, Canada)
Oct 2026 *Project:* "Motel Transylvania" – 1st season (TV series)
Software: Maya, SG, animbot
- Feb 2025 **Freelance 3D Animator** for Triggerfish Animation studio (remote from Italy)
Aug 2025 *Project:* "The Scarecrows' Wedding" short film
Software: Maya, SG, animbot
- Oct 2024 **Mid 3D Animator** for The Think Lab Media (Bilbao, Spain)
Dec 2024 *Project:* "Evolution" feature film
Software: Maya, SG, animbot, Linux
- Sept 2023 **Freelance 3D Animator** for Giant Animation studio (remote from Vancouver)
Apr 2024 *Projects:* "Evergreen Hills" short film; "The Fairly Odd Parents! A New Wish" – 1st season (TV series)
Software: Maya, SG, animbot
- Aug 2022 **Mid 3D Animator** at ICON creative studio (Vancouver, BC, Canada)
Sept 2023 *Project:* "Alice's Wonderland Bakery" – 2nd season (TV series)
Software: Maya, SG, animbot
- Feb 2022 **Freelance 3D Animator** for Triggerfish Animation studio (remote from Italy)
Jul 2022 *Project:* "Aau's Song" – Star Wars: VISIONS Volume 2 (Short film)
Software: Maya, SG, animbot
- Mar 2021 **Mid 3D Animator** at Primal Shape studio (Turin, Italy)
Sept 2021 *Project:* "FoodWizards" – 1st season (TV series)
Software: Blender
- Jun 2019 **Junior 3D Animator** at Giant Animation studio (Dublin, Ireland)
Feb 2021 *Projects:* "Remy&Boo" – 1st season, "Ninja Express" – 2nd season (TV series)
Software: Maya, SG, Ftrack, animbot
- Feb 2019 **Intern 3D Animator and Layout Artist** at Maga Animation studio (Monza, Italy)
Apr 2019 *Projects:* "RickyZoom" – 1st season, "YoYo" – 2nd season (TV series)
Software: Maya, SG, animbot

SOFTWARE

Autodesk Maya
Blender (animation)
ShotGrid
Ftrack
Photoshop
After Effects
Premiere Illustration
Toon Boom Harmony

LANGUAGES

ITALIAN
native speaker
ENGLISH
upper intermediate
GERMAN
basic - A2

SKILLS

3D animation
3D layout
modelling
rigging

Work under tight pace
Team player

PROJECTS

- 2020 **"STAY HOME STAY POSITIVE"** open call by buda.tv and Motion Appétit
(Project page [STAY HOME STAY POSITIVE](#))
- 2019 **"MAGA WANDA"** Graduation movie at CSC school
character design and modelling, character and props rigging, animation
(YouTube link: ["Maga Wanda" Graduation movie](#))
- 2017 **"APRIRE L'ISTITUZIONE..."** school project for the Piemonte region
concept, co-direction, 2D Toon Boom animation
(YouTube link: [Aprire l'istituzione, CSC](#))
- 2015 **"LOW BATTERY"** Graduation movie at BigRock school
3D character animation
(Vimeo link: [Master XX - Low Battery](#))

EDUCATION

- Sept 2021 **VIVO ANIMATION SCHOOL-Facial acting class (online)**
Dec 2021 3-months advanced animation course
- 2016 **CENTRO SPERIMENTALE DI CINEMATOGRAFIA-Animation Department** (Torino, Italy)
2018 3-year degree in Animation and Filmmaking
- 2014 **BIGROCK** (Roncade, TV, Italy)
2015 6-months computer graphics course
- 2013 **SCUOLA INTERNAZIONALE DI COMICS** (Padova, Italy)
2014 1-year 3D sculpting course with Blender