

Victor E. Morales

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Academic Positions

Adjunct Professor, Montclair State University – School of Communication & Media

September 2023 – Present

- Teach courses in **Animation, VFX, and Gaming**, emphasizing **Unreal Engine, generative AI workflows, and industry-standard software** (Adobe Suite, Houdini).
- Mentor students in creative technology projects integrating **real-time animation, procedural workflows, and interactive media**.
- Assist with portfolio reviews and student professional development.

Adjunct Professor, New York University – Interactive Telecommunications Program (ITP)

January 2022 – Present

- Develop and teach courses on **real-time animation, motion capture, and AI-driven creative workflows**.
- Guide students in **experimental storytelling, immersive installations, and virtual production**.
- Collaborate on **interdisciplinary projects** bridging animation, gaming, and VFX.

Professional Experience

Independent Multimedia Artist & Creative Technologist

February 2019 – Present

- Specializing in **real-time media, immersive performance, and interactive installations**.
- Develop projects integrating **motion capture, AI-driven animation, VR, and procedural workflows**.
- Selected for **Sundance Festival New Frontiers 2019** with *Esperpento* (live performance & installation).
- Collaborate with industry professionals and creative such as Rockwell Lab and Hi from The Future in NYC

Technical Digital Director & Associate Artist, 3 Legged Dog (NYC)

October 2015 – February 2019

- Led **real-time VFX, projection mapping, and interactive animation** for theater and immersive performances.
- Designed and directed **Esperpento**, an **Unreal Engine-powered immersive performance & installation**.
- Developed interdisciplinary collaborations between **artists, technologists, and creative industry professionals**.

Video Designer for Live Events – Germany (Freiburg, Cologne, Hebbel, Berlin), Austria

2008 – 2015

- Designed **real-time visuals, interactive video, and procedural animation** for live theater productions.
- Worked with major theaters including **Freiburg Theater, Cologne Schauspiel, and HAU Hebbel am Ufer** in Berlin.
- Developed **multi-media content** incorporating gaming engines, projection mapping, and interactive design.

Freelance Digital & Broadcast Designer

2007 – 2014

- Created **motion graphics, real-time animation, and visual effects** for TV commercials and live performances.
- Clients included **MTV Networks, Rust Company, and Optic Nerve**.

2D/3D Motion Graphics Designer & Producer, MTV Networks

2000 – 2007

- Produced **on-air promotional content, motion graphics, and VFX animation** for MTV.

Selected Creative Projects, Residencies & Commissions

- **Harken! (2025 – In Development)** – Co-Creator, Director, Visual Designer | **Interactive Performance & Installation using AI & Unreal Engine**
- **Desastres de la Guerra (2024)** – Creator | **VR Video Game exploring war and generative AI storytelling**
- **In the Dark (2024)** – Director | **Music Video using Unreal Engine for Julie Beth Napolin**
- **Esperpento (2018-2019)** – Director, Creator | **Immersive Performance & Installation, 3LD NYC & Sundance New Frontiers**
- **Quantum Joy (2015)** – Director, Creator, Performer | Dixon Place, NYC
- **Send for the Million Men (2014)** – Video Designer & Performer | HERE Arts Center, NYC
- **From Darkness (2013)** – Documentary Video Game Designer | Gold Extra Collective, Austria
- **Artist-in-Residence (2009 – 2010):** Festspielhaus St. Pölten, Austria
- **Commissioned show "Über das Marionettentheater" (2011)**, Kleist Festival, Gorki Theater, Berlin

Education

M.A. Technology Applied to the Arts | New York University – Gallatin School (1992 – 1994)

Lighting Design Certificate | Instituto Prisma, Caracas, Venezuela (1989 – 1991)

Law Degree | Universidad Católica Andrés Bello, Caracas, Venezuela (1985 – 1990)

Skills & Technical Expertise

- **Software:** Unreal Engine (Blueprint, VR, Mocap), **Unity**, TouchDesigner, **Houdini**, After Effects, Photoshop, Premiere, Projection Mapping (Isadora, MadMapper), CryEngine, iClone.
- **Creative Disciplines:** Animation, **Virtual Production**, **Procedural Animation**, **Generative AI Workflows**, Theater Directing, Immersive Storytelling, Interactive Installations.
- **Languages:** Spanish (Fluent), English (Fluent), German (Basic).

Awards & Recognition

- *Esperpento – Sundance Festival New Frontiers (2019)*
- *Esperpento – Best Immersive & Time-Based Art, B3 Biennial (Buchmesse, Germany)*