

DANILO FERNANDES

3D Coordinator / 3D Generalist, Environments & LookDev / Production Engineer

Sorocaba, SP · Brazil

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LinkedIn ↗

ArtStation ↗



PORTFOLIO

AWARDS & RECOGNITION



18 Months
Based on a true story

CANNES LIONS 2025 · 2 BRONZE
WEBBY 2026 · WINNER IN 2 CATEGORIES

18 Months · Second Nurture / Klick Health
Stop-motion short film. I handled **scene assembly**, shot tracking and process management.

[ArtStation ↗](#) [Vimeo ↗](#)

ZOMBIE



CICLOPE Latino **2024 · FINALIST · ANIMATION**

BELONG · More of the Good Stuff
Howatson+Company agency, Australia. **Environment and object modeling.**

[ArtStation ↗](#) [YouTube ↗](#)

ZOMBIE

BRANDS I HAVE WORKED ON



BLIZZARD

Overwatch 2 · Wuyang

[Art ↗](#) [Video ↗](#) **LIGHTFARM STUDIOS**



BLIZZARD

Overwatch 2 · La Lupa

[Art ↗](#) [Video ↗](#) **LIGHTFARM STUDIOS**



BLIZZARD

Overwatch 2 · Sierra

[Video ↗](#) **LIGHTFARM STUDIOS**



SPOTIFY

Salva o Meu Verão

[Art ↗](#) [Video ↗](#) **ZOMBIE**



NU · NUBANK + DISNEY

Nã é um Monstro

[Art ↗](#) [Video ↗](#) **ZOMBIE**



WALT DISNEY PICTURES · DISNEY

Disney Solitaire

[Video ↗](#) **BIG**



RIOT GAMES

VALORANT · Pass the Sticks

[Art ↗](#) [Video ↗](#) **LIGHTFARM STUDIOS**



RIOT GAMES

Worlds 2025 · LoL

[Art ↗](#) [Video ↗](#) **RED KNUCKLES**

Other campaigns: [Vivo X100 Ultra](#) · [Nescafé](#) · [Emirates NBD](#) · [Fini](#) · [Arcane Rush](#) · [Good Karma By The Pint](#) · [Petrobras](#)

A BIT ABOUT ME

- Project coordination.** I structure the pipeline, distribute and prioritize the team's tasks and keep departments aligned. I answer for the deadline and the technical quality of every delivery.
- Scene assembly.** I gather the team's files, clean them up and integrate assets across complex productions, closing the scene for render.
- 3D artist.** Environment and prop modeling, look development and shading. Where I started, and what grounds my technical read.

A **Production Engineering** degree adds 9 years of commercial management, team coordination and process analysis, plus an eye for the small detail without losing the bigger picture.

EXPERIENCE

Edward Martin **Since Jan 2026**

3D Coordinator · Contract · USA

DSF Creative Studio **Since Jul 2020**

Freelance 3D Generalist & Project Coord.

Zombie Studio **2023 to 2025**

3D Graphic Artist · Freelance

Lórica Uniformes **2017 to 2022**

Commercial Supervisor

EDUCATION

Production Engineering **Completed**

UNIVESP · BSc

English Language **Completed**

Senac São Paulo · advanced

TOOLS

 3ds Max

 Maya

 ZBrush

 Substance Painter

 Sampler

 Corona

 Jira

 Scrum