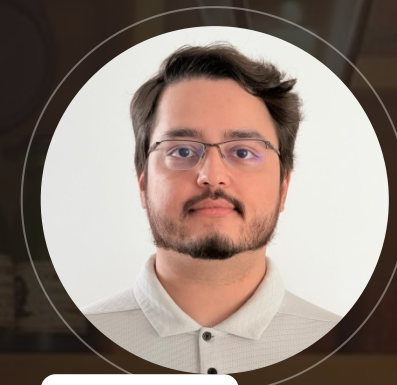


RESUME · PITCH DECK 2026

DANILO FERNANDES

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

Artist and manager. Nine years combining CGI production for global campaigns with team coordination, pipeline structuring and process analysis. Today I coordinate the CG team at Edward Martin, in the USA.



PORTFOLIO

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🎨 [ArtStation](#) ↗

AWARDS & RECOGNITION

Cannes Lions

Webby Awards

CICLOPE Latino · Finalist

01 About me



9

YEARS OF
EXPERIENCE

22

PUBLISHED
PROJECTS

3

INTERNATIONAL
RECOGNITIONS

9

STUDIOS
SERVED

I currently work as a **3D Coordinator**, and I got here from the artistic side: I spent a good part of my career as a **3D Generalist focused on Environments**. Along the way my experience came to span everything from **structuring pipelines** and assembling scenes to integrating assets across complex productions. I really enjoy the collaborative side of the work: coordinating with different teams and departments and helping keep everyone aligned as a project comes together.

My background is not purely artistic. I hold a degree in **Production Engineering**, along with **9 combined years** of commercial management, team coordination and process analysis. That mix of creative and technical thinking shapes the way I work: I stay on top of the small details while keeping the bigger picture in view, always looking for ways to make the workflow smoother.

Over the past few years I have worked as an independent contractor with studios such as Zombie, Lightfarm, LADO, Roof, Mana, Anim'All, Redknuckles, Xcave and Hype, contributing to productions for Spotify, Fini, Overwatch, Nescafé, Belong (Australia), Nubank + Disney, Vivo, VALORANT and League of Legends, among others.

WHERE I AM TODAY

3D Coordinator · Edward Martin (USA)

I coordinate the CG team of a US porcelain tile e-commerce: archviz and product visualization, with a pipeline in 3ds Max + Corona Render under Scrum.

02 Career path

Jan 2017 to Sep 2022



Lórica Uniformes

Commercial Supervisor

- **B2B sales team** and active account portfolio in **CRM**.
- Sales ↔ production integration through **ERP**.
- Strategic planning and paid media.

Since Jul 2020



DSF Creative Studio

Freelance 3D Generalist & Project Coordinator · Contract

- Modeling, **LookDev** and assembly for VFX and advertising studios.
- My own operation: scope, budget, schedule and client.
- **Agile and waterfall**, OKR and change management.

Jan 2023 to Dec 2025



Zombie Studio

3D Graphic Artist · Freelance

- Environments, props and assets for global campaigns.
- Assembly and shot organization.
- Tight windows and vendors running in parallel.

Since Jan 2026



Edward Martin

3D Coordinator · Contract · Remote (USA)

- **Task management for the CG team**: queue, priority and deadline.
- From briefing to approval: review, **scene QA** and consistency.
- Archviz pipeline in **3ds Max + Corona** under **Scrum**.

DSF is my own operation and has run in parallel with the others since 2020; the studios listed further on were served through it.

2017 TO 2022 · THE BASE

Operations & process

B2B sales, CRM, ERP and agile methods inside a manufacturer. This is where I learned to look at the flow before looking at the task.

2020 TO 2025 · THE CRAFT

3D production

Environments, LookDev and assembly on campaigns for global brands, with distributed teams and tight deadlines.

2026 TO TODAY · THE SUM

CG coordination

Both things at once: looking after the pipeline, the deadline and the technical quality of a whole team, without taking my eye off the asset.

03 What I deliver

Two sides of the same job: the craft and the management

3D production

- **Environments:** environment and hard-surface modeling
- **LookDev & shading:** material consistency across pieces
- **Assembly and file sanitation:** asset integration, cleanup and scene build
- **Pipeline structuring** and render setup
- **Scene QA** and technical review before delivery
- **Archviz** and product visualization

Coordination & process

- **Task and deadline management:** queue, priority, delivery by delivery
- **CG team coordination** and cross-functional teams
- **Scope management** and end-to-end scheduling
- **Scrum**, agile and waterfall methods, **OKR**
- Change management and process analysis
- **CRM** and **ERP:** integration across areas

TOOLS



3ds Max



Maya



ZBrush



Substance Painter



Sampler



Corona Render



Jira

Scrum



Asana

Box



Google Ads



Google Analytics

Applied AI

04 Recognition Projects I worked on, recognized internationally



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



18 Months · Second Nurture / Klick Health

Stop-motion short film based on a true story. I worked as **Assembly**, responsible for shot and process management, within a tight deadline.

[View on ArtStation ↗](#)

ZOMBIE



CICLOPE Latino **2024 · FINALIST · ANIMATION**

BELONG · “More of the Good Stuff”

Campaign by Howatson+Company, Australia. I was responsible for the **environment and object modeling** of the piece.

[View on ArtStation ↗](#)

ZOMBIE



HERO TRAILER

Wuyang · Elemental Kin

Environment modeling and look development.

[ArtStation](#) [YouTube](#)



HERO TRAILER

La Lupa · Vendetta

Environment modeling and look development.

[ArtStation](#) [YouTube](#)



HERO TRAILER

Sierra · Summit Breach

Environment modeling and look development.

[YouTube](#)



SCOPE ON ALL THREE

Environment: modeling and look development. A hero launch trailer has a short delivery window and depends on constant integration with animation and FX. My job is to hand over the set ready to receive the action, with clean topology, materials consistent across shots and the scene built for render.



nu

WALT DISNEY
PICTURES

NUBANK + DISNEY

Não é um Monstro

CGI advertising short produced by Zombie Studio. I was responsible for the **environment and prop modeling** of the film.

[ArtStation ↗](#)

[YouTube ↗](#)

ZOMBIE



WALT DISNEY
PICTURES

DISNEY SOLITAIRE

Play. Tap. Escape.

Game campaign featuring Frozen characters. I worked on **modeling, light look development and render**.

[YouTube ↗](#)

BIG

TWO SCOPES

On **Nubank + Disney** I came in through environment and prop modeling for a full CGI short, integrating assets with the rest of the Zombie team. On **Disney Solitaire** the scope was narrower and more vertical: modeling, light look development and render of the campaign pieces.

07 Riot Games & Spotify

VALORANT · League of Legends ·
Spotify



RIOT GAMES

VALORANT · Pass the Sticks

Full bedroom modeling and partial living room,
with Lightfarm Studios.

[ArtStation](#) [YouTube](#)



RIOT GAMES

Worlds 2025 · League of Legends

Music video by G.E.M. ft. Anyama, Sacrifice.
Modeling and look development.

[ArtStation](#) [YouTube](#)

RED KNUCKLES



SPOTIFY

Salva o Meu Verão

Modeling of the float characters and scene
elements. Soko agency.

[ArtStation](#) [Vimeo](#)

ZOMBIE

WHERE I COME IN

Campaigns made **100% in CGI**. My scope runs from environment and prop modeling to look development, on productions by Zombie Studio, Lightfarm, Mana Studio and partners. On several of them I also take on the **assembly**, pulling everyone's assets together and closing the scene for render.

08 Other campaigns Click any image to open the project



Vivo X100 Ultra

ZOMBIE ↗

Modeling of three environments: stage, dressing room and exterior. Zombie Studio.



Fini · Fallin' in Love

ZOMBIE ↗

3D development and LookDev. Lumascope with Zombie Studio.



Emirates NBD

ZOMBIE ↗

Prop modeling and look development. Zombie Studio.



Arcane Rush: Battlegrounds **MANA** ↗

Mobile card game by Gear Games. Environment modeling and LookDev, at Mana Studio.



Nescafé

ZOMBIE ↗

Modeling. Zombie Studio with Courage agency.



Good Karma By The Pint

ROOF ↗

Assembly, render and environment modeling. Roof Studio.

09 Awards, studios & education

STUDIOS

Zombie • Lightfarm • Roof • Mana •
Anim'All • LADO • Redknuckles • Xcave •
Hype • Lumascape

BRANDS SERVED

Spotify • Nubank + Disney •
Riot Games • Blizzard • Nescafé •
Rock in Rio • Fini • Vivo •
Emirates NBD • Petrobras • New York
Blood Center

EDUCATION

BSc in Production Engineering

UNIVESP • Virtual University of São Paulo State

Completed

English Language

Senac São Paulo

2019 to 2021 • Advanced, completed

LANGUAGES

Portuguese

Native

English

Advanced

Recognition



Cannes Lions 2025 • 2 Bronze • 18 Months



Webby Awards 2026 • 2× Winner • 18 Months

Animation (Branded) + Diversity, Equity, Inclusion & Belonging

CICLOPE Latino 2024 • Finalist • BELONG

Full portfolio

22 published projects on ArtStation, with process images, breakdowns and the final video of each piece.

artstation.com/danilo_fernandes



NÃO É UM

MONSTRO

THANKS FOR READING

Let's talk?

The full portfolio with 22 published projects is on ArtStation. Every link in this PDF is clickable and goes straight to the piece. Happy to walk you through any project in detail.



PORTFOLIO

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Disney