MARCELO AUGUSTO AZARIAS NASCIMENTO

3D Artist | Real-time Visualization | Technical Art

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PROFILE

3D Artist with a background in architecture and experience creating 3D assets, environments, animations, and interactive real-time experiences for international projects. Works across modeling, materials, lighting, and real-time visualization using Blender, 3ds Max, Unity, and Unreal Engine. Brings a practical understanding of spatial design and technical problem-solving to visual production and interactive projects.

CORE COMPETENCIES & TECHNICAL SKILLS

- **3D Modeling & Environment Creation:** Hard-surface modeling, architectural infrastructure, high-to-low poly workflows, modular environment design, LOD creation.
- **Texturing & Material Pipeline:** Realistic PBR texturing, texture atlassing, UV unwrapping, custom shader creation, Photoshop, Substance Painter/Designer.
- **Real-World Reference Translation:** Architect-trained ability to accurately interpret CAD drawings, blueprints, satellite imagery, and photo references.
- **Engine & Real-Time Optimization:** Performance optimization, draw-call reduction, scene lighting, asset integration in game engines (Unity, Unreal Engine).
- **3D Rendering and Post Production:** Editing and retouching rendered images and videos on software like Adobe Photoshop, Adobe After Effects, and DaVinci Resolve.
- **Software:** Blender, 3ds Max, Adobe Creative Suite, Substance Painter/Designer, Unity (URP/HDRP), Unreal Engine.

PROFESSIONAL EXPERIENCE

BOX BEAR DIGITAL — Freelance 3D Artist | Crowthorne, UK |2026

- Created and optimized 3D models and prepared real-time scenes for Magic Leap experiences, setting up materials, shaders, and animations for interactive visualization.
- Produced 3D assets and visual content for medical research and commercial applications.
- Collaborated remotely with international teams on interactive spatial presentations and 3D media production.

KUBUS 4D — Architect & 3D Visualization Specialist | Belo Horizonte, Brazil | 2017–2021 | 2023-2026

- Created architectural 3D models, materials, lighting, renders, animations, and real-time environments from design drawings and references.

- Translated project requirements into accurate visual assets, coordinating revisions and maintaining consistency with architectural details.
- Contributed to interactive real-time visualization workflows for architectural and real-estate presentations.

TURNOVER / RUN FOR COVER RECORDS — Freelance 3D Artist | USA | 2022–2023

- Created 3D animation and visual assets for official music videos by Turnover, including “Mountains Made of Clouds” and “People That We Know.”
- Developed animated environments and real-time visual sequences using Blender and Unity.

NEXT — UFMG — Researcher and Developer | Belo Horizonte, Brazil | 2021–2023

- Developed interactive AR/VR/MR experiences for institutional and educational applications using Unity and Microsoft HoloLens 2
- Coordinated multidisciplinary project work connecting spatial design, interaction, and real-time visualization.

ZOAN — Freelance 3D Artist | Helsinki, Finland (Remote) | 2021–2022

- Produced high-fidelity 3D visual content and interactive real-time applications designed to communicate sophisticated manufacturing and design processes for global luxury products.

STUDIO ZERO — Architectural Visualization Artist (side business) | Belo Horizonte, Brazil | 2021–Present

- Produce architectural renders and presentation visuals, working with 3D modeling, materials, lighting, and real-time visualization as project needs require.

EDUCATION

- **Software Analysis and Development** | UNA, Brazil (2024–Present)
- **Bachelor of Architecture and Urbanism** | Universidade Federal de Minas Gerais (UFMG), Brazil (2010–2017)
- **Architecture Exchange Program** | University of Kansas, USA (Ciência sem Fronteiras, 2013–2014)

LANGUAGES

- **English:** Full Professional Proficiency (Comfortable with all remote team collaboration, documentation, and technical discussions).
- **Portuguese:** Native.
- **Spanish:** Basic