



"Efficiency keeps quality providing quantity"

EMMANUEL DE FEX

*Senior 3D Environment Artist
CG Generalist*

PROFESSIONAL SUMMARY

Senior 3D Environment Artist and CG Generalist with 15 years of experience creating photorealistic environments, assets, and immersive digital experiences for visualization, interactive media, and real-time applications. Experienced with **Unreal Engine**, **Blender**, **3ds Max**, **Substance Painter**, and modern production pipelines, with a strong focus on lighting, materials, visual storytelling, and environment creation.

CORE SKILLS

Interactivity: Blueprint scripting (Unreal), Unity environment logic

Artistic Expertise: Lighting design, material realism, visual storytelling, composition

Design Tools: Photoshop, Illustrator, Procreate, Figma

Collaboration: Pipeline optimization, cross-team workflows, design documentation

Engines & Pipelines: Unreal Engine 5, Unity, WebGL

3D Modelling & Texturing: 3ds Max, Blender, ZBrush, Substance Painter

Rendering & Visualisation: Corona Renderer (expert), real-time lighting & materials

Workflows: Photogrammetry, modular asset creation, VR optimisation

www.behance.net/Edefex

www.artstation.com/edefex

PROFESSIONAL EXPERIENCE

Computer Graphics Artist & 3D Environment Specialist

Freelance / Contract | 2009 – Present

- Designed, developed, and optimised immersive **3D environments within Unreal Engine and Unity** for real time rendering and VR simulations.
- Translated complex **architectural and industrial requirements into high-fidelity**, interactive scenes for training and visualisation.
- Applied advanced expertise in **Corona Renderer and 3ds Max** to create **photorealistic materials, lighting**, and compositions that achieved both accuracy and atmosphere.
- Produced modular asset libraries and streamlined workflows, reducing delivery times and ensuring scalability across projects.
- Captured real-world references using photogrammetry techniques, integrating assets seamlessly into **VR-ready environments**.
- Collaborated with developers, designers, and subject matter experts to align environments with operational and training objectives.
- Applied optimisation techniques to balance visual quality and **VR performance, ensuring smooth real-time experiences**.
- Used Blueprint scripting (Unreal) to prototype and implement environment logic and interactivity.
- Delivered iterative updates based on feedback from clients and end users, refining visuals to meet training needs and industry standards.

CURRENT PROJECT

Ignite Labs

I am currently leading the development of an interactive website that allows users to design homes and portable housing solutions. Using **Blender** for asset creation and deploying through **WebGL**, the project focuses on balancing visual fidelity with performance so users can configure and explore environments in real time. Building on this foundation, I am now expanding the project into a **VR** interactive experience, where these same assets are integrated into immersive environments for walkthroughs and scenario testing. This work has sharpened my expertise in environment creation, material workflows, and optimisation pipelines, while directly applying the principles of real time rendering and **VR** adaptation that align with training and simulation objectives.

HOLOGRAPHIC

Axiom Holographics

At Axiom Holographics, I contributed to the creation of a real estate augmented reality experience, where clients could explore and interact with 360° environments of buildings and properties. Using **Blender** for asset creation and **Unreal Engine** for deployment, I developed immersive walkthroughs that allowed users to navigate through architectural spaces in virtual reality. This work combined technical precision with creative storytelling, ensuring that each environment was both visually compelling and functional as a sales and engagement tool. It also deepened my skills in real time lighting, material optimisation, and user centered **VR** design, which remain central to how I approach interactive visualisation projects today.

Blazing Soft

Art Director | 9/02/11 - 16/12/11 | Fulltime.

- Art team Manager
- Concept Art, Illustration.
- Modeling, texturing and Rigin characters // Mobile games.

D-voxel

3D Artist | 18/01/12 - 14/11/14 | Internship + Fulltime.

- Dwg files in to 3D.
- Modeling, Rendering. Post-Production // Archviz.

Eventos efectivos - Ee

2D / 3D Artist | 10/02/15 - 13/11/15 | Fulltime.

- Designing 2D printable Branding artworks.
- Modeling, Rendering Ephimeral Architecture // ATL & BTL.

TNT Marketing

Graphic Designer | 02/01/16 - 22/11/16 | Fulltime.

- Designing web templates // Digital Marketing.
- Creating adds for social media marketing.

Arqtek3D

3D Artist | 12/02/17 - 24/11/17 | Fulltime.

- Dwg files in to 3D.
- Modeling, Rendering and Post-Production // Archviz.

D-voxel

Senior Arch-Visualizer | 15/01/18 - 22/10/19 | Fulltime.

- Art team Manager
- Dwg files in to 3D.
- 3D Modelling, Rendering, Post-Production, Unreal engine // Archviz.

Axiom Holographics

CG Artist | 08/03/21 - 24/10/21 | Fulltime.

- Designing 3D Characters and environments assets for Holographic Real-time rendering.
- Prototyping tools to visualize Archviz and Real state projects to clients.

Blockstars

2D / 3D Artist | 12/04/22 - 05/05/23 | Fulltime.

- 3D Modelling, Rendering, Post-Production, Unreal engine
- Concept Art, Illustration Rigging characters.
- UI/UX Design.

Lloyds Auctions

Graphic Designer | 05/05/23- 21/08/24 | Fulltime.

- UI/UX Design and Design systems.
- Creating adds for social media marketing.
- Automation and stream line processes.

Ignite Labs

Creative designer | 21/08/24 - Present | Fulltime.

- Digital Product Design
- UI/UX Design and Design systems.
- 3D Modelling, Rendering and Post-Production // Archviz.
- Modeling, texturing and Rigging characters