

Nadia Zlobina

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WORK EXPERIENCE

Senior 3d Artist, Ziegert Group

Berlin, DE — February 2020 - current

- Create 3d interior and exterior visualizations
- Responsible for design and styling, modeling, texturing, environment creation, rendering and post-production
- Influence planning, breaking down complex projects and optimizing team collaboration
- Responsible for the Asset Library, including selection, modeling and optimization

3d Artist, Freelance

Berlin, DE — January 2015 - current

- Design and execute complex 3d visualizations from sketches, reference images and/or technical drawings
- Contribute to large-scale project pipelines, including 3d modeling and optimization of the assets for realtime and VR

3d Artist, CADMAN Berlin

Berlin, DE — October 2018 - September 2019

- Developed exterior and interior architectural images from early modeling stages through post-production
- Contributed to animations and VR tours for real estate marketing

Senior Architecture Visualization Artist, SPEECH Architecture Office

Moscow, RU — October 2012 - January 2016

- Managed large-scale visualization projects and led team in the creation of cohesive sets of images

Tutor, Softculture

Moscow, RU — January 2016 - October 2016

- Developed curriculum and co-taught week-long courses titled "Photoshop - Visualization vs. Collage"
- This course has remained popular and is still taught to this day, taken on by new tutors

SKILLS

Visualization

- Low and High-Poly 3d modeling based on CAD drawings, sketches or photo references
- Texturing, UV unwrapping
- PBR
- Post-production and retouching
- Art direction and interior design
- Troubleshooting technical issues
- Basic 3d sculpting
- Basic procedural modeling
- Basic rigging and animation
- Basic photogrammetry

Software

- 3Ds Max, Rhino, Blender, Houdini (basic), Unreal Engine (basic)
- Rendering: Corona, V-Ray, Mantra
- Texturing/PBR: Quixel Mixer, Dabarti Capture
- Postproduction and Layout: Photoshop, Affinity Photo, InDesign

Languages

English (fluent), German (B2), Russian (native)

EDUCATION

Master of Architecture (M. Arch)

Hochschule Anhalt, 2016 -2018

MArchI, Diploma in Architecture

Moscow Architectural Institute, 2005-2011

Workshops

- 2022: Introduction to Computer Science, ReDi School
- 2022: Unreal Engine Course, State of Art Academy
- 2021: Houdini Masterclass with JA ZA , Creating abstract 3d composition, BB Education
- 2015: Mastering V-Ray, Grant Warwick