

Nadia Zlobina

zlobina.n.a@gmail.com — www.nadia3.de — +49 176 29735898 — Berlin, DE

3d architectural visualization artist with 13+ years of experience and architecture education. Specialized in photorealistic rendering and post-production, translating architects' design intent into imagery with realism, atmosphere and storytelling. Experienced with AI image-creation tools, real-time engines, animation, and programming solutions.

WORK EXPERIENCE

3d Designer, xoio

Berlin, DE — *July 2024 - current*

- Create architectural interior, exterior and product visualizations and animations, from modeling, texturing and environment creation through rendering and final delivery
- Integrate AI into the studio pipeline: custom ComfyUI workflows for image generation and AI-assisted rendering, alongside scripted pipeline automations.
- Shape project planning and optimize team collaboration; curate and automate the studio asset library.

Senior 3d Artist, Ziegert Group

Berlin, DE — *February 2020 - July 2023*

- Produced photorealistic interior and exterior renderings with full ownership of design, styling, modeling, texturing, lighting, rendering and post-production.

3d Artist, Freelance

Berlin, DE — *January 2015 - February 2020*

- Collaborated with architects and designers to translate design concepts into final imagery, handling multiple projects simultaneously to consistent quality standards.

3d Visualisation and Animation Artist, CADMAN Berlin

Berlin, DE — *October 2018 - September 2019*

Senior Architectural Visualisation Artist, SPEECH Architecture Office

Moscow, RU — *October 2012 - January 2016*

Tutor, Softculture

Moscow, RU — *January 2016 - October 2016*

CREATIVE SKILLS

Visualization

Photorealistic rendering — lighting, color theory and materials

Post-production — compositing and digital matte painting

Art direction & styling — composition, atmosphere and visual storytelling

3D modeling — low and high-poly, from CAD drawings, sketches or photo references

Animation — camera animations and walkthroughs

AI — AI image generation, animation and enhancement

Software

3D: 3Ds Max, Rhino, Blender, Unity, Marvelous Designer, Houdini (basic), Unreal Engine (basic)

Rendering: Corona, V-Ray, Real Time

Post-production: Adobe Suite

AI Tools: ComfyUI

Programming: Python, MaxScript, AI-powered software development

Languages

English (fluent), German (C1)

EDUCATION

Software Development

Code University of Applied Sciences
July 2023 - July 2024, Berlin, DE

Master of Architecture (M. Arch)

Hochschule Anhalt
2016 -2018, Dessau, DE

MArchI, Diploma in Architecture

Moscow Architectural Institute,
2005-2011, Moscow, RU