



# Darwin NISTTAHZ

## 3D Character Artist

### PROFESSIONAL PROFILE

I'm a 3D Character Artist specializing for cinematic and game pipelines. With over 5 years of experience in 3D and VFX and 11 years in motion graphics and design, I oversee the full character pipeline, from sculpting and retopology to PBR texturing, look development, technical optimization, lighting, and compositing. My work has contributed to major international productions, such as Disney+.

I hold a Master's degree in Computer Animation and Visual Effects from the Rome University of Fine Arts (RUFA) and continually refine my tools and workflows to push visual quality, performance, and artistic impact. My goal is to craft expressive, technically robust 3D characters that elevate storytelling, visual identity, and overall production value.

### EXPERIENCE

#### 3D Character Artist - Spatial Designer | Freelancer

Jun, 2023 - Currently | Tokyo, Japan - La Paz, Bolivia

- + Managing the full 3D pipeline for 3D Characters.
- + Sculpted high and low resolution characters, creatures, and assets.
- + Executed digital compositing, motion graphic, and XR content for Apple Vision Pro.

#### Digital Compositor | Digimax

Sep, 2022 - May, 2023 | Rome, Italy

- + Executed compositing, keying, camera tracking, match-moving, rotoscoping, and CG integration.
- + Worked with 3D systems and CG passes to deliver high-quality visual outputs.
- + Colored match and grade elements to achieve seamless blending across the shot.

#### 3D/VFX Artist | Freelancer

Mar, 2022 - Sep, 2022 | Rome, Italy

- + Managing the full 3D pipeline for character and environment creation.
- + Performed compositing, keying, camera tracking, and CG pass integration.
- + Colored match and grade elements to achieve seamless blending across the shot.

#### Motion & Product Designer | CreatixBox

Jul, 2017 - Feb, 2022 | La Paz, Bolivia - Rome, Italy

- + Created 2D/3D animations, motion graphics, and product videos.
- + Developed concept sketches and translated them into final design solutions.
- + Planned and executed user experience and user interface designs for digital products.

#### Principal Designer | Alliance Française

Feb, 2018 - Aug, 2018 | La Paz, Bolivia

- + Developed the institution's visual style guide and artistic direction.
- + Designed all graphic materials for marketing and communication.
- + Led design reviews and critique sessions, elevating design quality.

#### UX/UI Designer | Mojix

Aug, 2014 - May, 2017 | La Paz, Bolivia

- + Planned and executed user experience and user interface designs for digital products.
- + Designed visual and interactive components aligned with project goals and brand identity.
- + Developed corporate identity assets for digital platforms.

#### Motion & UX/UI Designer | CreatixBox

Jul, 2012 - Jul, 2014 | La Paz, Bolivia

- + Developed sketches and creative concepts for visual projects.
- + Designed logotypes and full corporate identity packages.
- + Produced visual and interactive design assets for websites and applications.

#### Videographer | Nicobis Productions

Feb, 2014 - May, 2014 | La Paz, Bolivia

- + Handled video post-production and animation for news and broadcast content.
- + Created animated elements for news and broadcast content.
- + Prepared final audiovisual materials for distribution and airing.



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[www.darwinnisttahuz.com](http://www.darwinnisttahuz.com)

### SHOWREEL - 3D CHARACTER ARTIST



<https://www.youtube.com/watch?v=90IZ-jadJDc>

### EDUCATION

#### Génèalogic-FX Academy

Oct, 2021 - Sep, 2022 | London, UK

- + Advanced Skill-up Course, Texturing, Lighting, and LookDev for VFX Industry

#### RUFA - Rome University of Fine Arts

Nov, 2019 - Aug, 2021 | Rome, Italy

- + MFA, Computer Animation & Visual Effects
- + Graduated with honors

#### UCB - Universidad Católica Boliviana

Sep, 2016 - Dic, 2016 | La Paz, Bolivia

- + PGDip, Teacher Training for Higher Education

#### UCB - Universidad Católica Boliviana

Feb, 2010 - Jun, 2015 | La Paz, Bolivia

- + BA, Science of Social Communication

#### Universidad Real

Jul, 2007 - Mar, 2008 | La Paz, Bolivia

- + BFA, Cinematography & Cameraman

### PROFESSIONAL SKILLS

3D Sculpting	3D Lighting	Motion Graphics
3D Modeling	Compositing	Video Editing
Texturing	Photorealism	Photography
Shading	CG Integration	XR
LookDev	EXR Multichannels	Illustration
Surfacing	Photographic FX	UX/UI Design
PBR Workflow	3D Animation	Matchmoving

### SOFTWARE

Zbrush	DaVinci Resolve	Cycles
Blender	Fusion	EEVEE
Maya	Cinema 4D	Arnold
TopoGun	After Effects	Redshift
RizomUV	Photoshop	Octane
Substance Painter	Illustrator	Figma
Substance Designer	Affinity	Webflow
Nuke	Unity	Procreate
Final Cut Pro	Unreal Engine	Spline

### LANGUAGES

Spanish	Italian	Portuguese
English	French	

