



Darwin NISTTAHUZ

3D Artist



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PROFESSIONAL PROFILE

I'm a 3D Artist specializing in cinematic and game pipelines. With 5+ years of experience in CGI and VFX production pipelines and 11 years in motion graphics and design, I oversee the full CG pipeline, from sculpting, modeling, and retopology to PBR texturing, look development, technical optimization, lighting, and compositing.

My work has contributed to major international projects such as Apple Vision Pro XR content or Disney+ productions. Holding an MFA in Computer Animation & Visual Effects from the Rome University of Fine Arts (graduated with honors) and advanced training at Génèalogic-FX Academy (England). I deliver expressive, performance-optimized 3D assets that elevate storytelling and production value.

EXPERIENCE

3D Artist | Freelancer

Jul, 2023 - Currently | Remote

- + Converted blueprints and concept art into accurate 3D assets with precise anatomy, mechanical detail and topology.
- + Sculpted high and low resolution characters, creatures, and props.
- + Prepared the texturing, surfacing and lighting phases across the full 3D pipeline.
- + Built and maintained clean topology, efficient UV layouts, and optimized materials suitable for real-time rendering.
- + Executed digital compositing and 3D Motion Graphic for cross-platform deliverables.
- + Developed and optimized immersive 3D content for an XR app on the Apple Vision Pro.
- + Integrated AI tools to accelerate concept development and reference generation.

Digital Compositor | Digimax

Sep, 2022 - May, 2023 | Rome, Italy

- + Executed compositing, camera tracking, match-moving, and rotoscoping.
- + Performed high-quality chroma keying and background removal on green-screen / blue-screen footage.
- + Worked with 3D systems and CG passes to deliver high-quality visual outputs.
- + Prepared, optimized, and rendered 3D props for integration into live-action and CG composite shots, ensuring consistency in lighting, scale, and visual fidelity.
- + Colored match and grade elements to achieve seamless blending across the shot.
- + Combined CG renders, live-action plates, and effects passes into one final image.

3D Artist | CreatiXbox

Jan, 2020 - Aug 2022 | Rome, Italy

- + Translated concept art into accurate 3D sculpts and models, with exacting attention to anatomical/mechanical accuracy.
- + Sculpted high and low resolution characters, creatures, and props.
- + Developed clean topology, optimized UV maps, texturing, and performance-ready 3Ds.
- + Animated characters using rigs (body mechanics, facial animation, lip-sync).
- + Set up lighting that matches live-action plates (HDRI, on-set data).
- + Produced digital compositing and 3D motion graphics for multi-platform delivery.

Previous Experience in Design & Media

2012 - 2019

- + Worked across UX/UI design, graphic design, motion graphics, audiovisual production, and corporate identity assets for digital platforms.
- + Developed strong foundations in visual storytelling, composition, prototypes, and digital content creation.
- + Led the design plan of the User Experience/User Interface on different platforms.
- + Prepared 2D/3D animations, motion graphics, promo videos, and product videos.
- + Responsible for the post-production and animations of the news.

SELECTED PROJECTS & CONTRIBUTIONS

- + Apple Vision Pro XR App "Arabic for Kids": Led full CGI pipeline including modeling, texturing, real-time optimization and immersive spatial content (2023-2025).
- + Disney+ International Production "The Good Mothers": Contributed digital compositing for major streaming series (2022-2023).
- + Additional CGI projects for American studios (NDA details and references available upon request).

SHOWREEL - 3D ARTIST



<https://youtu.be/CdJkMH3yfDU?si=4SDc6hXwrrYROZ9Z>

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

Character & Asset Creation:

- + High & Low Poly Modeling
- + Sculpting & Hard surfacing
- + Retopology
- + UV Layout
- + UDIM workflows

Texturing & LookDev:

- + PBR Texturing
- + Shading & Surfacing

Lighting & Rendering:

- + Cinematic Lighting
- + Photorealistic Rendering
- + Render Optimization

Compositing & Integration

- + CG Integration
- + Multi-pass Compositing
- + EXR workflows
- + Keying, Rotoscoping
- + Matchmoving

Pipeline:

- + Film / VFX Pipeline
- + Gaming & XR Workflows

Extra:

- + Rigging
- + Animation
- + Motion Graphics

SOFTWARE

Zbrush	Substance Painter	Cycles	TopoGun
Blender	Substance Designer	EEVEE	RizomUV
Maya	Marvelous Designer	Arnold	Advance
Cinema 4D	DaVinci Resolve	Redshift	Skeleton
Nuke	Final Cut Pro	Octane	Ngskin
Fusion	Unreal Engine	Plasticity	Photoshop
After Effects	Unity	Xgen	Affinity

LANGUAGES

Spanish English Italian French Portuguese

