Gero Doll

Senior Technical Artist & Generative AI Engineer

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PROFILE

Experienced Technical Artist with over 10 years of expertise in real-time rendering and digital content production. I specialize in integrating Generative AI into real-time pipelines and Virtual Production. Combining artistic vision with technical expertise to develop innovative solutions in Unreal Engine and related technologies.

TECHNICAL SKILLS

Unreal Engine & Visualization

- Advanced knowledge of Unreal Engine 5

- Specialization in real-time visualization

- Blueprint development and visual programming

- Performance optimization and shader development

- Material system design

- Lighting setup and optimization

- Virtual Production workflows

Generative AI & LLM Integration

- ComfyUI Pipeline Development (Intermediate)

- LLM Integration in real-time applications

- OpenAI GPT API Integration

- Whisper Audio Processing

- LoRA Training

- Eleven Labs Voice Synthesis

- Stable Diffusion Integration

- Custom LLM Implementation

VR/AR Development

- Hands-on project experience

- VW Immersive Experience (Meta Quest 3)

- Implementation of VR/AR applications

- Optimization for mobile VR platforms

- Performance profiling and optimization

- Asset pipeline for VR/AR

3D & Design Tools

- Houdini (Intermediate/Advanced)

- Cinema 4D (Advanced)

- ZBrush (Advanced)

- Blender (Basic modeling)

- Marmoset Toolbag

- Substance Painter/Designer (Intermediate to Advanced)

- SpeedTree

Software Development

- Python (Intermediate)

- C++ for Unreal Engine (Intermediate)

- Git (Advanced)

- Perforce, Plastic SCM (Intermediate)

- Pipeline Development

- Workflow Automation

- Custom Tool Development

PROFESSIONAL EXPERIENCE

2024 - Present: Specialist for Generative AI & Real-time Rendering

NSYNK GmbH, BMW / Meta Quest 2 Project

VW Immersive Experience Project (July - Sept 2024)

Senior Technical Artist

- VR development for Meta Quest 3 in UE5

- Asset optimization with ZBrush and Blender

- ComfyUI integration for dynamic texture generation

- Performance profiling and optimization with UE5 tools

- Custom shader development for mobile VR

Sehsucht GmbH (January 2024 - May 2024)

Technical Artist & Unreal Engine Specialist

- For Mercedes Benz: Car visualization in Unreal Engine 5 and retouching in Adobe Photoshop

- Development and implementation of optimized render pipeline in UE5

- MetaHuman integration with LLM technology (GPT-4, Custom LLMs)

- Shader development in UE5 Material Editor

- Asset optimization with Houdini and ZBrush

- Pipeline automation with Python and Custom Tools

Mirage GmbH (June 2024)

Senior Technical Artist

- Virtual Production Previz System in UE5

- LED wall optimization with nDisplay

- Custom Blueprint development for workflow automation

- Integration of Substance Designer for procedural texturing

- Performance optimization through LOD management and material instancing

2023: Virtual Production & Real-time Innovation

co-axial GmbH (July 2023 - November 2023)

Unreal Developer

- Development of technical prototypes in Unreal Engine 5

- Blueprint development for interactive systems and workflows

- Implementation of version control with Git/Github

- Performance optimization of Blueprint systems

- Creation of reusable Blueprint components

- Documentation of developed systems and workflows

NSYNK / Porsche Design (November 2023 - January 2024)

Technical Artist & Unreal Developer

- Virtual Production setup with UE5 and nDisplay

- Asset pipeline development with Houdini and Python

- Material system development in UE5

- Lighting optimization for LED walls

- Integration of Cinema 4D for Motion Design

- Version control with Perforce

2020 - 2022: Technology Transition & Virtual Production

SES-Technologies / Siemens (October 2020 - November 2020)

Unreal Developer & Technical Artist

- Real-time visualization for Siemens projects (Journee)

- Technical pipeline development

- Performance optimization and asset management

Zaubar GmbH (February 2020 - March 2020)

Technical Artist & Unity Developer

- Game design and Unity development

- AR application development

- Shader development

2018 - 2019: VR/AR Development

Neeeu GmbH (August 2018 - September 2018)

Environment Artist

- VR forest experience in Unity

- Procedural environment design

- Performance optimization

Deloitte Japan (May 2018 - June 2018)

Unity/AR Developer

- Audit Innovation app development

- Shader development

- AR implementation

TECHNOSEUM Baden-Württemberg (September 2018 - December 2018)

3D Artist / Unity Developer

- AR app development with Unity

- 3D asset creation

- Unity integration

2017 - 2018: Motion Design & VR Development

Viorama & Splash GmbH (August 2017 - February 2018)

Technical Artist

- VR content development in Unity

- Pipeline optimization

- Unity integration and asset management

NHB Studios Berlin (March 2017 - July 2017)

Motion Designer

- Visual effects with Cinema 4D R18

- Animation in Cinema 4D

- Compositing with Adobe After Effects CC

Spilly (March 2017 - June 2017)

Technical Artist

- Unity development for AR applications

- Game effects development

- Asset optimization

2016 - 2017: Creative Direction & Motion Design

Dreambear Inc. (NY) (January 2016 - December 2016)

Director and Designer

- Creative Direction

- 3D animation with Cinema 4D

- Pipeline development

Tamschick Media + Space (March 2016 - August 2016)

Motion Designer

- Large format projections

- Technical pipeline

- Content development with After Effects CC

Congaz Digital Media Company (September 2016 - December 2016)

Art Director

- Team leadership

- Pipeline management

2014 - 2015: Animation & Motion Graphics

Dreambear Productions (NY) (March 2015 - February 2016)

Director and Designer

- Creative Direction

- Animation in Cinema 4D

- Visual effects with After Effects CC

2013 - 2014: Motion Graphics & Broadcast Design

Mbox Bewegtbild GmbH (January 2013 - June 2013)

Motion Designer

- Motion design with After Effects CC

- 3D animation in Cinema 4D R14

- Visual effects with Adobe Creative Suite

MTV Networks Argentina (Viacom) (December 2014 - January 2015)

Motion Designer

- Broadcast design with After Effects CC

- Animation in Cinema 4D

- Corporate design in Adobe Creative Suite

Good Company Inc. NY (July 2013 - December 2013)

Designer

- Live visuals for Samsung

- Real-time graphics

- Event production

2012 - 2013: 3D Animation & Motion Design

Shape Minds and Moving Images (March 2012 - December 2013)

Motion Designer

- Mercedes car project (Cinema 4D R18, Vray Rendering)

- 3D animation with Cinema 4D & After Effects CC

- Asset optimization with Maya 2012

2011 - 2012: Visual Effects & Animation

Zeitguised GmbH (March 2011 - June 2011)

Motion Designer

- Experimental animation in Cinema 4D

- Visual effects with After Effects

- 3D modeling in Maya

Acht Imaging Frankfurt (March 2011 - May 2011)

Motion Designer

- Corporate design

- 3D animation in Cinema 4D

- Visual effects with After Effects CC

2010 - 2011: Motion Design

3deluxe Motion GmbH (September 2010 - February 2011)

Motion Designer

- Corporate design

- 3D animation in Cinema 4D

- Motion graphics with After Effects CC

EDUCATION

Institute of Design, Hamburg (2006 - 2010)

- Diploma (FH) in Multimedia with Distinction

- Focus: 3D Design & Animation

- Thesis: Environmental Protection, 3D Animated Film

LANGUAGES

- German (Native)

- English (Fluent)

- Afrikaans (Business Proficient)

Portfolio & Projects

Portfolio Website: limbicnation.com

Technical Demos

Git Repositories

Artstation