



Stefan Marius Grudinski

Senior 3D Visualisation & Technical Artist

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Experience.

Senior 3D / Technical Artist Fixtuur Nov 2022 - May 2026

- Early in my role, I focused on delivering lifestyle imagery while also managing client feedback and external production support, liaising with customers and outsource partners to coordinate feedback, deliverables, and timelines.
- As I progressed into a senior position, with greater involvement in day-to-day planning and production decisions, I gained a broader understanding of how creative choices connect to timelines, budgets, resources, and wider business needs.
- Took ownership of coordinating the production workflows and rendering effort for a major client project. As the project scope evolved, I became more heavily involved on the technical side, developing a custom material editing and rendering tool in Unreal Engine to support the new production requirements at scale. This helped expand the company's offering into real-time product visualisation for future clients.
- Rapidly adapted to a new technical discipline, expanding my knowledge of Unreal Engine, Blueprints, real-time rendering, database-backed infrastructure, release planning, and production-focused software maintenance.

3D Artist Dunelm Soft Furnishings Nov 2021 - Oct 2022

- Produced product assets, props, cutouts, and lifestyle imagery for digital room sets, coordinating with stylists and set designers to align outputs with brand and visual guidelines.
- Built hard-surface and organic assets from physical studio products using measurements, reference photography, material observation, sculpting, and early photogrammetry / scan cleanup workflows.
- Managed work across multiple concurrent projects, contributing to hundreds of commercial images while maintaining deadlines, feedback cycles, and production consistency.
- Developed UV unwrapping and UDIM workflows to improve texture quality and support higher-fidelity product imagery.
- Created and refined custom PBR materials using Substance Designer and Substance Painter, configured for rendering in Blender Cycles with a focus on realism, material accuracy, and visual consistency.
- Collaborated closely within a three-person team and with other departments, incorporating feedback efficiently to maintain quality and deliver imagery within tight production timelines.

Lead Animator

“MILK” Short Film (University Project) 2019

- Supported a university short film project during my first year, working with graduating students across environment creation, motion capture, rendering, and final delivery.
- Led environment asset creation from real-world location references, ensuring the sets supported shot composition, camera movement, and the overall visual direction.
- Acted as a communication link between the director, character artists, mocap team, and wider production group, helping coordinate feedback and keep shot delivery aligned.
- Collaborated with the director on shot blocking and camera movement, integrating character animation, mocap data, and environment work into final compositions.
- Performed as one of the motion capture characters, gaining early hands-on experience with both performance capture and data clean-up and processing.

Other experience

Built early client-facing experience through freelance graphic design and Upwork projects, developing skills in brief interpretation, client communication, feedback handling, and reliable project delivery.

Managed social media and visual content for a client, including 3D visualisation, promotional videos, graphic assets, posting schedules, and performance-focused content planning.

Developed strong communication and presentation skills through a six-year background as a professional magician / mentalist, culminating in a TEDx talk on body language and human interpretation. This experience continues to inform my creative approach, particularly in how visuals guide attention, create impact, and shape the viewer's response.

Education.

2018 – 2021

BSc (Hons) Computer Animation and Visual Effects (2:1)

University of Portsmouth

- Studied 3D modelling, animation, previs, motion capture, lighting, look development, texturing, rendering, and visual effects production.
- Developed hard-surface and organic modelling skills across Maya, 3ds Max, and ZBrush, with a focus on topology, asset quality, and production-ready workflows.
- Created realistic environments using Substance Painter/Designer, Houdini, and Unreal Engine, exploring both cinematic and real-time production approaches.
- Gained experience in collaborative production, shot planning, mocap workflows, and delivering animation/VFX projects to industry-facing standards.