Dmitriy Andronov

3D Visualization Artist | Industrial & Product Visualization

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Professional Profile

3D Visualization Artist with over 20 years of professional design experience and more than 5 years of commercial 3D visualization experience.

Specializing in industrial and product visualization, technically complex equipment, technical animation, and product presentation.

Experienced in the complete visualization workflow, from preparing and optimizing engineering CAD models to material creation, lighting, rendering, post-production, and video editing.

Combining a strong artistic background, extensive graphic design experience, and technical expertise. Experienced in working independently and collaborating with engineering and technical teams.

Core Skills

- Industrial 3D Visualization
- Product Visualization
- Hard Surface Modeling
- CAD Model Preparation & Optimization
- Geometry & Topology Optimization
- Material Creation & Texturing
- Lighting & Rendering
- Technical & Product Animation
- Animated Exploded Views
- Image Post-Production
- Video Editing
- Graphic Design & Visual Communication

Software

Primary Tools

- Blender
- Adobe Photoshop
- Adobe Substance 3D Painter
- Adobe Premiere Pro

Additional Software Experience

- Adobe Illustrator
- Adobe InDesign
- SketchUp
- Unreal Engine

Selected Professional Experience

PROTEI

Saint Petersburg, Russia
November 2016 – Present

Graphic Designer | 3D Visualization Specialist

Developer of telecommunications equipment and software solutions.

Initially responsible for a wide range of graphic design tasks, gradually transitioning into industrial and product 3D visualization.

Key responsibilities and achievements:

- Creating realistic 3D visualizations of telecommunications, server, and industrial equipment.

- Preparing, converting, and optimizing engineering CAD models for visualization.
- Modeling equipment and individual technical components.
- Creating materials, lighting setups, compositions, and final renders.
- Developing and maintaining a reusable asset library of over 100 equipment models and product variants.
- Creating technical animations demonstrating equipment construction, internal components, and product features.
- Producing product presentation and promotional videos.
- Visualizing equipment within technical, industrial, and interior environments.
- Performing image post-production and video editing.
- Producing visual content for websites, catalogs, presentations, exhibitions, and marketing communications.
- Collaborating with technical specialists to ensure the accuracy of equipment visualizations.

OLVIA

Saint Petersburg, Russia
April 2009 – November 2015

Designer

Developer and manufacturer of automated traffic enforcement systems.

- Creating visual materials for industrial and technical products.
- Contributing to industrial design concepts, sketches, mockups, and visualizations.
- Designing visual interfaces for equipment control systems.
- Designing product websites.
- Developing product logos and visual identities.
- Contributing to exhibition stand design and visualization.
- Designing technical documentation, product catalogs, presentations, and promotional materials.

Additional Professional Experience

2005–2016 — Additional experience in graphic design, web design, and IT systems administration.

Additional Professional Interests

- Game Props
- Environment Art
- Artistic 3D Scene Creation
- Game Asset Production Workflows

Education

Saint Petersburg State University of Technology and Design

University studies in Advertising and Public Relations, 2005–2009

Saint Petersburg State University

University studies in Graphic Design, 2000–2003

Additional Art & Design Education

- Design and Graphics — Design Center, 2002
- Fine Arts — Art School No. 190, 2000
- Fine Arts — Children's School of Arts, 1997

Languages

- Russian — Native
- English — Basic working proficiency (written communication)

Work Preferences

- Full-time remote employment
- Freelance and project-based work
- Open to relocation opportunities