




Gero Doll

Senior Technical Artist & Generative AI Specialist

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 [LinkedIn](#)

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PROFILE

Seasoned Technical Artist with 10+ years of expertise in real-time rendering and digital content creation. I specialize in the practical application and integration of Generative AI within real-time pipelines, virtual production, and product visualization. My expertise includes developing custom Gen AI tools, optimizing complex workflows, and pioneering innovative solutions using technologies like Unreal Engine and advanced AI-driven content generation techniques. I effectively merge artistic insight with deep technical knowledge to push creative boundaries.

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 / advanced)
- 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
- Stable Audio

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 (Advanced)
- Substance Painter/Designer (Intermediate to Advanced)
- SpeedTree

Software Development

- Python (Intermediate)
- C++ for Unreal Engine (Intermediate / advanced)
- Git (Advanced)
- Perforce, Plastic SCM (Intermediate)
- Pipeline Development
- Workflow Automation
- Custom Tool Development

PROFESSIONAL EXPERIENCE

May 2025 - Present: Specialist for Generative AI & Real-time Rendering

In the "ComfyUI Test Project" for XouXou GmbH: Testing and evaluation of ComfyUI workflows (using HiDream and Flux Dev) for product visualization, with a focus on inpainting and background replacement.

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

Development of tools for generative AI applications and technical integration of rendering solutions. Optimization of workflows through practical implementation.

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 (Journey)
- 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: limbication.com

[Technical Demos](#)

[Git Repositories](#)

[Artstation](#)