



Gero Doll

Senior Technical Artist & Generative AI Specialist

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PROFILE

Technical Artist and Generative AI Engineer with 10+ years delivering real-time pipelines and digital content for automotive, virtual production, and XR. Expert in Unreal Engine 5 and ComfyUI, with hands-on production experience integrating LLM technologies (GPT-4, Whisper, ElevenLabs) into live client environments. Track record includes BMW iX3, Mercedes-Benz, VW Immersive Experience, and Porsche Design. Bridges artistic vision with deep technical execution to accelerate creative pipelines.

TECHNICAL SKILLS

Real-Time & Unreal Engine 5

UE5 Blueprints, Material System, Shader Development, nDisplay / LED-Wall, Virtual Production, MetaHuman Integration, Performance Optimization, Asset Pipeline

Generative AI & ML

ComfyUI (custom workflows, batch processing, inpainting), Stable Diffusion, Flux, HiDream, LoRA Training, OpenAI GPT-4 API, Whisper Audio Processing, ElevenLabs Voice Synthesis, Custom LLM Integration, Stable Audio

3D & VFX

Houdini, Cinema 4D, ZBrush, Substance Painter / Designer, Marmoset Toolbag, Blender, SpeedTree Development & Pipeline

Python, C++ (Unreal Engine), Git, Perforce, Plastic SCM, Pipeline Automation, Custom Tool Development, Workflow Optimization

XR / Immersive

Meta Quest 3 (UE5), Unity, AR Application Development, Mobile VR Optimization

PROFESSIONAL EXPERIENCE

Freelance Technical Artist & Generative AI Engineer

****Self-Employed**** | Berlin, Germany | Jan 2024 – Present

Doopic — ComfyUI Workflow Developer *Oct 2025, Remote*

Architected custom ComfyUI pipelines for automated e-commerce product visualization at scale.

- Designed batch-processing workflows for high-volume product background generation using Stable Diffusion
- Built inpainting pipeline integrating Flux and HiDream models, enabling consistent brand-aligned product imagery
- Delivered a reusable workflow architecture the client could operate without specialist oversight

MONOMANGO — Unreal Engine Artist *Sep–Oct 2025, On-site*

Delivered real-time visualizations and performance optimizations for the BMW iX3 interactive car configurator.

- Developed photorealistic automotive materials and Blueprint-driven configurator logic in UE5
- Optimized rendering performance to hit interactive frame-rate targets for production deployment
- Streamlined the asset pipeline for repeatable high-fidelity automotive visualization at configurator scale

TAMSCHICK Exhibition Ventures — Unreal Engine Artist *Aug 2025, On-site*

- Executed Unreal Engine animation adjustments for an international previz film (Saudi Arabia client)
- Delivered all required changes within a single compressed production sprint

XouXou GmbH — ComfyUI Specialist *May 2025 – Present, Remote*

- Tested and evaluated ComfyUI workflows (HiDream, Flux Dev) for e-commerce product visualization
- Developed and benchmarked inpainting and background-replacement pipelines
- Documented pipeline performance and provided recommendations for production scaling

NSYNK GmbH — Senior Technical Artist *Jul–Sep 2024, On-site*

VW Immersive Experience for Meta Quest 3 (UE5)

- Built UE5 VR experience targeting Meta Quest 3 hardware constraints, meeting performance budget
- Integrated ComfyUI into the VR asset pipeline for dynamic texture generation, accelerating asset iteration
- Custom shader development for mobile VR; performance profiled and optimized using UE5 toolset
- Asset optimization with ZBrush and Blender for real-time target specs

Mirage GmbH — Senior Technical Artist *Jun 2024, On-site*

- Built Virtual Production previz system in UE5 with nDisplay LED-wall integration
- Developed custom Blueprints for automated workflow tools used by the production team
- Integrated Substance Designer for procedural texturing; optimized LOD management and material instancing

Sehsucht GmbH — Technical Artist & UE5 Specialist *Jan–May 2024, On-site*

Mercedes-Benz car visualization and MetaHuman / LLM integration.

- Built optimized UE5 render pipeline for photorealistic Mercedes-Benz automotive visualization
- Integrated MetaHuman with GPT-4 and custom LLM for an interactive real-time character experience
- Automated pipeline steps with Python custom tools; asset optimization with Houdini and ZBrush

co-axial GmbH — Unreal Developer *(Jul–Nov 2023, Berlin)*

- Built interactive real-time prototypes in UE5 with a reusable Blueprint component library
- Implemented Git / GitHub version control; authored technical documentation for team handover

NSYNK / Porsche Design — Technical Artist & Unreal Developer *(Nov 2023–Jan 2024, Berlin)*

- Configured Virtual Production setup with UE5 and nDisplay for LED-wall environment
- Developed asset pipeline with Houdini and Python; built material system in UE5
- Managed Perforce version control for production-scale asset tracking; integrated Cinema 4D for Motion Design

SES-Technologies / Siemens — Unreal Developer & Technical Artist *(Oct–Nov 2020, Berlin)*

- Delivered real-time visualization for the Siemens Journee platform using UE5
- Established technical pipeline and asset management processes for the project

Zaubar GmbH — Technical Artist & Unity Developer *(Feb–Mar 2020, Berlin)*

- Developed AR application with custom shaders in Unity

Earlier Career *(2010–2019)*

Motion Design, VR/AR, and 3D Animation for international clients including Dreambear Inc. (NY), NHB Studios Berlin, Tamschick Media+Space, Good Company Inc. (NY), Shape Minds and Moving Images, Zeitguised GmbH, and others.

Key projects: Samsung live visuals (Good Company NY), Mercedes car project (Shape Minds & Moving Images), VR forest experience (Neeeu GmbH), AR Audit Innovation app (Deloitte Japan), broadcast design (MTV Networks / Viacom Argentina).

Tools: Cinema 4D, After Effects, Unity, Maya, Vray.

EDUCATION

Institut für Design Hamburg (2006–2010)

Diplom (FH) in Multimedia — graduated with distinction

Focus: 3D Design & Animation

LANGUAGES

- German — Native
 - English — Fluent
 - Afrikaans — Business Proficient
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PORTFOLIO

limbination.com | [ArtStation](#) | [GitHub](#)