

Nicolás Rivero

Lead 3D Generalist · Lighting & Look Development Artist

Argentina (UTC-3) · Remote | rivero.gfx@gmail.com | nicolas-rivero.com | linkedin.com/in/nicolas-rivero | artstation.com/lhaurent

SUMMARY

Lead 3D Generalist with 11 years in 3D production, the last five leading 3D on game trailers, cinematics, user acquisition (UA) ads and key art for global brands such as Rovio, Nickelodeon, Pandora, Microsoft and ESPN. Specialized in lighting, look development and final rendering across Cinema 4D, Redshift, Blender, Maya, Arnold and Unreal Engine 5, while mentoring a team of 2-3 3D artists per project. Nine years of teaching 3D for games. Fully remote since 2021, working in English (C1) with international clients and distributed teams.

EXPERIENCE

Lead 3D Generalist (Head of 3D) — MOOCO Studio · Remote Apr 2021 – Oct 2026

- Led 3D on game marketing trailers, cinematics, user acquisition (UA) ads and key art for Rovio (Angry Birds 2, Dream Blast, Pocket Champs), plus brand campaigns for Nickelodeon, Pandora, Microsoft 365, ESPN × Dodge and Natura.
- Owned lighting, look development, shading and final rendering, taking scenes from Cinema 4D/Redshift, Blender/Cycles, Maya/Arnold and Unreal Engine 5 to polished, client-ready frames.
- Mentored and unblocked 2-3 3D artists per project on technical and artistic problems; set visual direction and kept quality consistent across deliverables.
- Troubleshoot and optimized heavy scenes and render pipelines to hit tight advertising deadlines; organized shared artist resources to keep production efficient.

3D Artist — Globant Mar 2020 – Mar 2021

- 3D production for client projects within a large global studio (work under NDA).

3D Art Instructor — Escuela Da Vinci · Buenos Aires Aug 2015 – Dec 2024

- Taught game art, 3D modeling and rendering for video games, with industry-oriented workflows, optimization and real-time pipelines.

Earlier: 3D Artist at AABB Games (VR & mobile, Jun 2017 – Nov 2018) · 3D Artist / Multimedia Designer at Black Bamboo Studio (Jul 2015 – Aug 2017)

SKILLS

3D: Lighting · Look Development · Shading & Materials · Rendering · Scene Assembly · Modeling · Texturing · Render Optimization & Troubleshooting

Leadership: Team Mentoring · Visual Direction · Quality Control · Remote Collaboration with International Clients

Software: Cinema 4D · Redshift · Blender · Cycles · Maya · Arnold · Unreal Engine 5 · Substance Painter · ZBrush · Marvelous Designer · Marmoset Toolbag · Photoshop · After Effects · ComfyUI

PERSONAL WORK

Characters, outfits and jewelry: modeling, texturing, look development and rendering. nicolas-rivero.com/personal

EDUCATION & LANGUAGES

Bachelor's Degree in Multimedia Design — Escuela Da Vinci, Buenos Aires · 2015

Languages: Spanish (native) · English (C1, professional working proficiency)