

MARCELO AUGUSTO AZARIAS NASCIMENTO

Digital Creative & Technical Professional

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PROFILE

Multidisciplinary professional with a background in architecture, digital content production, 3D visualization, and interactive technologies. Experienced in translating complex requirements into practical visual and technical solutions, working with digital tools, and collaborating remotely with international teams. Combines visual communication, analytical thinking, spatial understanding, and technical problem-solving across creative and technology-driven projects.

CORE SKILLS

- **Digital Production:** 3D modeling, visual content creation, image editing, animation, presentation design
- **Technical Tools:** Blender, 3ds Max, Unity, Unreal Engine, Rhino, Grasshopper, Adobe Creative Suite, Figma, MS Office
- **Project Support:** Design development, technical documentation, requirements interpretation, revision management, project coordination
- **Digital Technologies:** Real-time visualization, interactive applications, AR/VR workflows, AI-assisted creative workflows
- **Professional Skills:** Analytical thinking, problem-solving, attention to detail, adaptability, cross-disciplinary collaboration

PROFESSIONAL EXPERIENCE

BOX BEAR DIGITAL — Freelance 3D Artist | Crowthorne, UK | 2026

- Produced digital 3D content for medical research and commercial applications.
- Prepared visual assets and interactive scenes for real-time applications.
- Collaborated remotely with international teams on digital production tasks.

KUBUS 4D — Architect & 3D Visualization Specialist | Belo Horizonte, Brazil | 2017–2021 | 2023–2026

- Developed digital models, visual content, and presentation materials from project requirements and technical references.
- Worked with technical information, design revisions, and visual deliverables throughout project development.
- Contributed to architectural design, documentation, and real-time visualization workflows.

TURNOVER / RUN FOR COVER RECORDS — Freelance 3D Artist | USA | 2022–2023

- Created digital visual content, 3D animation, and environments for audiovisual productions.
- Worked with Blender and Unity to develop animated and interactive visual sequences.

NEXT — UFMG — Researcher and Developer | Belo Horizonte, Brazil | 2021–2023

- Contributed to interactive digital projects combining spatial design, 3D content, and immersive technologies.
- Worked with multidisciplinary teams to coordinate design requirements and technical implementation.
- Developed AR/VR/MR applications using Unity and Microsoft HoloLens 2.

ZOAN — Freelance 3D Artist | Helsinki, Finland (Remote) | 2021–2022

- Produced digital 3D content for immersive visualization and interactive presentation projects.
- Collaborated remotely with an international team to deliver visual assets.

EDUCATION

- **Software Analysis and Development** | UNA, Brazil (2024–Present)
- **Bachelor of Architecture and Urbanism** | Universidade Federal de Minas Gerais (UFMG), Brazil (2010–2017)
- **Architecture Exchange Program** | University of Kansas, USA (Ciência sem Fronteiras, 2013–2014)

LANGUAGES

- **English:** Full Professional Proficiency (Comfortable with all remote team collaboration, documentation, and technical discussions).
- **Portuguese:** Native.
- **Spanish:** Basic