

Dawid Cencora

SENIOR 3D ARTIST / SUPERVISOR / LEAD



WHY ME?

Lead 3D Artist and Technical Supervisor with 13+ years of experience specializing in high-end creature creation, photorealism, and full-pipeline asset execution.

Proven track record of bridging the gap between artistic vision and technical engine requirements, from on-set data capture and organic sculpting to node-based texturing templates and Python tool development.
I thrive in complex lookdev environments and build assets optimized for heavy VFX and real-time pipelines.

I also love building computers, do portrait and night photography, sailing, windsurfing and dancing with fire!

CONTACTS

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SOFTWARE

Maya / Arnold / PRMan	● ● ● ● ● ● ● ●
Zbrush	● ● ● ● ● ● ● ●
Mari	● ● ● ● ● ● ● ○
Grooming (Xgen, Yeti, Houdini)	● ● ● ● ● ● ● ○
Scripting/Automation	● ● ● ● ● ● ○ ○
Photogrammetry/Photometry	● ● ● ● ● ● ● ○
Houdini	● ● ● ● ● ● ○ ○
Marvelous Designer	● ● ● ● ● ● ● ○
Substance Painter	● ● ● ● ● ● ● ○
Photoshop	● ● ● ● ● ● ● ○
Katana	● ● ● ● ● ● ○ ○
Unreal Engine 5	● ● ● ● ● ○ ○ ○
Nuke	● ● ● ● ○ ○ ○ ○

LANGUAGES

Polish	● ● ● ● ● ● ● ●
English	● ● ● ● ● ● ● ●
German	● ● ● ● ○ ○ ○ ○

WORK EXPERIENCE

TIME FRAME

WHERE

MAY 2021 - PRESENT

SENIOR/LEAD 3D ARTIST at Infected GmbH

📍 Hamburg, DE

- Create high-end hard-surface and organic 3D assets for commercials and film productions, covering modeling, sculpting, texturing, look development, and final delivery.
- Work across hard-surface assets, organic environments, materials, and creatures.
- Lead the technical collaboration with Mercedes-Benz Vans, developing the "Reference Box" workflow for capturing and reproducing real-world automotive paints and materials in Arnold and Unreal Engine 5.
- Plan and conduct photogrammetry sessions and digital material capture workflows.
- Provide on-set supervision and collect technical reference data for complex productions.
- Lead the 3D and asset teams, including project estimation, client meetings, production planning, and artist recruitment.
- Develop Python and Rust tools to automate repetitive tasks and improve asset, material, and rendering workflows.

FEB 2023 - JUL 2023

FREELANCE SENIOR 3D ARTIST at Foundry

📍 London, UK

- Created the official splash-screen artwork, "Mystical Tiger," for the global release of Foundry Katana 7.0.
- Handled the project from asset development and look development through lighting, rendering, and final delivery.

APR 2018 - APR 2021

3D ARTIST at Infected GmbH

📍 Hamburg, DE

- Created high-quality hard-surface and organic assets and environments for commercials under tight production deadlines.
- Produced detailed cloth, fur, and hair simulations.
- Built complete assets, created environment scattering setups, and finalized shots in Maya, Arnold, and Unreal Engine 5.
- Set up motion and performance capture sessions
- Prepared models and assets for 3D printing.
- Developed and documented internal workflows for asset creation, production, and engine integration.

DEC 2016 - MAR 2018

3D GENERALIST at Nexon Europe

📍 Berlin, DE

- Created high-quality cinematics and 3D illustrations, owning the full pipeline: design, modeling, sculpting, simulation, UV mapping, texturing, look development, rendering, and compositing.

NOV 2014 - DEC 2014

FREELANCE RENDERING ARTIST at Nemipictures FILM

📍 Warszawa, PL

- Created lighting, shading, and rendering setups for film production.

NOV 2013 - MAR 2014

FREELANCE 3D ARTIST at Fat Owl Sp. z o.o.

📍 Gdansk, PL

- Modeled, UV mapped, rigged, and animated assets for mobile games.

JUN 2012 - AUG 2012

FREELANCE RENDERING ARTIST Transatlantyk Festiwal 2012

📍 Poznan, PL

- Worked on lighting, shading, rendering, and compositing.

EDUCATION

COMPUTER SCIENCE

Augustow Education Centrum 2006-2010
Poland

VFX

Drimage 2012 - 2013
Warsaw

ACHIEVMENTS & PUBLICATIONS

PIXAR RENDERMAN- WENDIGO MAKING OF TUTORIAL

RENDERMAN.PIXAR.COM/WENDIGO (2021)

3DTOTAL SPOTLIGHT & INTERVIEW

3DTOTAL.COM (2016) / SPIDER-MAN



ZBRUSHCENTRAL TOP ROW

ZBRUSHCENTRAL.COM (2016) / SPIDER-MAN

50 MAYA TIPS AND TRICKS

3D ARTIST MAGAZINE (2013) / CYBER GIRL



MAX3D.PL FRONT PAGE

2013, 2016, 2018, 2020, 2022, 2023

REFERENCES

YACOOB-ALI ESSACK

Managing Director at INFECTED GmbH
Hamburg, Germany

FRANCESCO CAMPOBASSO

Lighting Supervisor at arx anima
Vienna, Austria

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ALL PROJECTS SINCE 2018

1. Lidl Alesto
2. Sky Motorsport
3. VW Jetta X Concept
4. Porsche 75 Years of Porsche Motorsport: Our legacy
5. Audi E-Hybrid Q3
6. VW Transporter
7. Mercedes Benz Vans - Virtual Lights
8. Mercedes Benz Vans - Unreal Materials
9. Mercedes Benz Vans - VMaterials
10. Coolie - TV Series
11. Mercedes Benz Vans - Content of Desire
12. Mercedes Benz Vans - Digitalisierung
13. Mercedes Benz Vans - FDRI
14. Mercedes Benz Vans - Virtual Plate
15. CocaCola ZeroFX
16. Bosch Unlimited Bumblebee
17. Bosch Unlimited 10
18. Bosch Unlimited 9
19. Audi Melp Storyteller
20. Herbal Essences KV
21. Ioniq Ufo
22. Texas AM Rellis Big Day
23. Deutsche Bank Elephant
24. Sulwhasoo Imagfilme
25. AAMCO License to Repair
26. Salt in All Modesty
27. Toyota Innova my new Hy
28. McDonalds Schluempfe
29. o2 Can do
30. Kaufland Epic Split
31. Dreamcatcher Music Video
32. Bosch Car Service
33. Burger King CG Burger
34. Telekom T5G
35. Opel Design 2021
36. VW ID Romeo X
37. Audi Angola
38. Finish Florence
39. Werthers Heartselling
40. Genesis G70
41. VW ID China
42. Haribo 2020
43. Hyundai NSeries
44. VW ID GO
45. McDonalds Der Sprechendebaum
46. AMG Kulissenfilm
47. Haribo 3D Goldbear
48. Bullrich Zu Viel
49. Edeka Tag-ons
50. VW ID Cameo
51. Scholl Francis
52. Porsche Cocoon
53. AEG Steam
54. McDonalds Herbst Freddy Squirrel
55. Scholl Umbrella UK
56. Scholl Umbrella
57. Mercedes XCLASS FOLLOW V6

SELECTED PROJECTS

YEAR

2026

PORSCHE 75 YEARS OF PROSCHE MOTORSPORT

Research
Concepting
Modeling
Environment setups

2025

MERCEDES BENZ VANS - THE BOX

Deep color and lighting research and development
Designing of the box functionality
Development of the workflows and materials
Pipeline software research development (Python)

2024

COOLIE- TV SERIES

Set supervision, data collection
Leading 3d department
Modeling, lookdev, lighting
Shot setup, rendering

2023

KATANA 7.0 - MYSTICAL TIGER for Foundry

Hero tiger sculpting, texturing, lookdev, grooming, rigging, posing
Environment sculpting, scattering, lookdev
Camera setup
Shot setup, lighting, rendering, compositing and color grading

2023

IONIQ UFO for Hyundai

Set supervision
Leading 3d department
Shot setup, lighting and rendering

2023

DEUTSCHE BANK ELEPHANT for Deutsche Bank

Set supervision
Leading 3d department
Hero photorealistic elephant sculpting, grooming and lookdev
Shot setup, lighting and rendering

2021

WENDIGO MAKING OF TUTORIAL for Pixar

Writing detailed making of tutorial how to create and render Wendigo creature

2021

ID ROMEO X for VW

Leading asset department
Hero enviroment modeling, sculpting, lookdev, scattering
Hero car lookdev
Shot setup, lighting and rendering

2021

AUDI ANGOLA for Audi

Leading 3d department
Hero enviroment modeling, sculpting, lookdev, scattering
Shot setup, lighting and rendering

2020

GENESIS G70 for Hyundai

Leading 3d department
Modeling hero buildings, bridges, streets
Shot sculpting, setup, lighting and rendering
Hero car lookdev

2020

AMG KULISSENFILM for Mercedes-Benz

Leading assets department
Environment layout, modeling, sculpting, lookdev

2019

PROSCHE COCOON for Porsche

Hero environment modeling, lookdev
Car lookdev
Shot setup, lighting and rendering