



# BATBAYAR NYAMBAYAR

senior 3D Generalist / 3D Supervisor

## About me

I am a dedicated 3D Generalist and 3D Supervisor actively looking for my next creative challenge. My work is driven by a profound love for art, a fascination with the details of nature, and a desire to bring imaginative stories to life. While my recent experience includes overseeing studio projects and feature films, my heart remains in the hands-on creative process—finding the beauty in every single frame.

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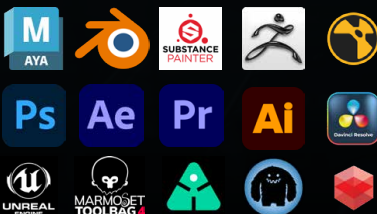
## Skills

- Modeling ○●○○○○
- Texturing ○●○○○○
- Animating 2D/3D ○●○○○○
- Lighting ○●○○○○
- Rendering ○●○○○○
- Motion graphics 2D/3D ○●○○○○
- Video editing ○●○○○○
- Compositing ○●○○○○
- Photobashing ○●○○○○
- Workflow Automation ○●○○○○

## Language

- English ○●○○○○
- Czech ○●○○○○
- Mongolian ○●○○○○

## Expertise in Software



# Education

2010 - 2012 Mongolian University of Science and Technology  
2015 - 2018 Film School of Miroslav Ondříček

# Experience

## 3D Supervisor (2023–2026)

### Incognito Studio

- Served as the 3D Supervisor for the full-length animated feature film Rosa a Dara, overseeing the creation of hundreds of assets and environments.
- Directed the complete 3D production pipeline, ensuring rigorous technical and visual standards.
- Led and managed creative teams across multiple high-end commercial advertisement projects.

## 3D Generalist (2019–2026)

### The LEGO Group

- Specialized in producing precise 3D models intended for physical statues.
- Designed and implemented a robust, Blender-based workflow solution that significantly improved the production pipeline.
- Successfully decreased task processing times from 3–4 hours down to a maximum of 1 hour.

### UPP (Universal Production Partners)

- Served as a 3D Generalist within the advertising department.
- Delivered high-end CG and visual effects for premium commercial projects.

### Old & Rich s.r.o. / Bump The Lamp studio

- Collaborated closely with the production studio to create a diverse range of commercial audiovisual works.
- Managed multiple stages of the 3D pipeline, from initial asset creation through to final

### Incognito Studio

- Contributed as a 3D Generalist, executing a comprehensive range of pipeline responsibilities including asset creation, texturing, hair grooming, animation, and 3D lighting.
- Assisted with final rendering and performed 2D compositing utilizing Nuke on select projects.

### Fanatic Games

- Served as a 3D Generalist focused on real-time engine integration, creating optimized, game-ready assets and environment models.
- Conducted detailed clean-up, processing, and retopology of 3D FACS scans for photorealistic human heads.

## 3D Animator (2017–2019)

### Eallin Studio

- Worked as a 3D Animator at the Prague-based animation studio Eallin.
- Executed character and asset animation for two animated series.
- Contributed 3D animation and assets to various commercial projects.

## 3D Modeler (2017–2018)

### ČVUT & European Space Agency (ESA)

- Modeled and optimized environment assets for an immersive lunar base VR game built in Unity.
- Collaborated directly with the Czech Technical University (ČVUT) and the European Space Agency (ESA) on project development.

## Motion Graphics (2015–2017)

### Kryštof 25th Anniversary Concert

- Designed and executed a massive motion graphics package for a two-day stadium concert attended by 70,000 spectators.
- Created dynamic visuals that were projected across four massive displays on the main stage backdrop.

### Freelance / Independent Contractor

- Produced custom motion graphics and visual effects for a variety of different freelance projects using After Effects and Element 3D.