

Leonardo Grothe

CONTACT

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PROFILE

Motivated and adaptable 3D Generalist with experience working across the 3D production pipeline, including modeling, texturing, lighting, and previs in both individual and team projects. Passionate about creating visuals for games, cinematics, and commercial productions while continuously developing both technical and artistic skills.

PROFESSIONAL EXPERIENCE

Brokendoll – (freelance) 3D Generalist 2023/08 – 2023/11

I worked as a 3D Generalist at Brokendoll, contributing to projects for clients such as Paradox Interactive and Minecraft. My work focused on creating visuals for game trailers and promotional content.

My responsibilities included hard-surface modeling, layout, and previsualization, helping to establish shots and structure scenes during production. I also worked with lighting, rigging, and scene setup, supporting multiple stages of the 3D pipeline.

Masshypnos – (freelance) 3D Generalist 2022 – 2023

I have worked as a 3D Generalist with Masshypnos, contributing to projects for clients such as H&M, Stereocolor, and Cinematic/Brikk. My work has focused on producing visuals for commercial films, advertisements, and game trailers, as well as fully 3D visualization imagery.

My primary focus has been hard-surface modeling and shading/texturing using Autodesk Maya and Substance Painter. In addition to this, I have worked with layout, previsualization, look development, lighting, compositing, basic animation, and final delivery, contributing across multiple stages of the production process.

Nynäshamns Kommun – (Daglig verksamhet) Arbetshandledare 2015 – 2019 2015 – 2019

Worked at Horisonten Day Services, developing skills in team collaboration, clear communication, adaptability, and problem-solving under pressure while coordinating daily activities and guiding individuals through challenging situations.

EDUCATION

TGA – Procedural Artist Program 2024 – Present

Xenter – VFX Artist Program 2019–2022

Graduated from the Visual Effects (VFX) program at Xenter, with a specialization in 3D.

SKILLS

Digital content creation tools

- MAYA
- Blender
- Houdini
- Unreal
- Resolve
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Aftereffects
- Nuke

Art production

- 3D modeling
- Rigging
- Animation
- Texturing
- Compositing