Nil Nikalaichyk

3D Motion Designer | CG Generalist

Minsk, Belarus · Remote worldwide · Full-time, contract & freelance
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PROFILE

3D Motion Designer / CG Generalist with over 5 years of freelance and commercial experience working with international clients. Specialising in product rendering and 3D animation, advertising CGI, interior rendering, environments and cinematics. I manage projects independently from the initial idea and pre-production through to final rendering and post-production, or take on individual scenes and production tasks as part of a team. I combine creative thinking with a strong technical background and a structured approach. I develop each project's visual language through composition, lighting, materials and movement.

EXPERIENCE

Freelance 3D Motion Designer / CG Generalist | Freelance / Fiverr | Feb 2021 — Present

Completed around 100 commercial projects for international clients through Fiverr.
Worked with client briefs, developed concepts and visual approaches, and adapted creative and technical solutions through feedback rounds to final delivery.
Joined projects for T1 and Sber in their final stages, helping finish the 3D work under tight deadlines.

CORE SKILLS

3D and motion: product CGI, product visualisation, 3D animation, motion design, simulations.
Pre-production: reference research, concept development, storyboarding, blockouts, animatics, composition.
Production: modelling, texturing, material creation, lighting, rendering, compositing, post-production.
Collaboration: client briefs, creative development, feedback rounds, working within production teams.
AI: concept exploration, generative imagery and video, 3D asset generation, workflow automation.

SOFTWARE

Core: Cinema 4D, Octane Render, Redshift, Adobe After Effects.
Additional: Unreal Engine 5, Marvelous Designer, Substance 3D Painter, Gaea, EmberGen, ZBrush, Adobe Illustrator, Adobe Media Encoder, Adobe Photoshop, Topaz, Character Creator 5, DAZ, Blender, DaVinci Resolve.

AI WORKFLOWS

LLMs and MCP: research, brief and reference analysis, production planning, custom scripts, plugins and routine automation.

ChatGPT Images and Nano Banana: concepts, styleframes and image-to-image exploration to agree on visual direction with clients. Tripo, Rodin and local Hunyuan3D models: blockouts and background assets.

ComfyUI and online AI platforms: local models and node-based workflows. Seedance: video-to-video workflows using viewport previews.

EDUCATION

Belarusian State Technological University (BSTU)

ISIT (Information Systems and Technologies)

LANGUAGES & AVAILABILITY

Russian — Native · English — B2 · Open to full-time, contract, and freelance roles · Remote worldwide; open to relocation