

FABIO SCIEDLARCZYK

CREATIVE DIRECTOR | SENIOR ART DIRECTOR, MOTION & 3D | VISUAL DEVELOPMENT LEADER

Brazil-based | Open to global remote and relocation | fabiorossis@gmail.com | [LinkedIn](#) | [Portfolio](#) | [DAMN! Visdev](#)

EXECUTIVE PROFILE

Creative Director and CG technologist with 22 years of experience across feature animation, games, cinematic marketing, visual development, and live-action VFX. Founder of DAMN! Visdev, leading senior multidisciplinary teams and 3D-first workflows from brief and pitch through look development, production, and final delivery. Combines hands-on expertise in stylized rendering, lighting, surfacing, Houdini, and real-time production with creative leadership, stakeholder alignment, mentoring, and pipeline strategy. Credits and collaborations span Netflix Animation, SEGA, Supercell, Pixar RenderMan, Paramount/Nickelodeon, and global creative partners.

LEADERSHIP & CREATIVE EXPERTISE

Creative Direction | Senior Art Direction | Motion and 3D Design | Visual Development | Cinematic Storytelling | Look Development | Lighting and Surfacing | Stylized Rendering | Real-Time and Emerging Media | Creative Technology | Team Building and Mentoring | Cross-Functional Leadership | Client Presentations | Production Strategy | Pipeline R&D

PROFESSIONAL EXPERIENCE

DAMN! VISDEV | Founder & Creative Director

Vancouver, British Columbia, Canada / Global Remote | 2024 - Present

- Founded and lead a senior-led, 3D-first studio delivering visual development, marketing cinematics, and full-CG production for entertainment and game brands; clients and collaborators include Netflix Animation, SEGA, Supercell, Pixar RenderMan, Riot Games, EA, Intel, Funko Games, and THU.
- Direct creative strategy from brief through concept, design exploration, look development, motion, production, and final delivery; pitch ideas, align stakeholders, establish visual standards, and lead multidisciplinary teams across time zones.
- Led full 3D production for SEGA and Rovio's Sonic Rumble launch campaign with WASTE Creative, from early visual development to final frames, balancing franchise fidelity, performance, and delivery constraints.
- Served as CG Supervisor and visual-development leader on Everlasting, coordinating an 85-contributor global team across characters, environments, layout, cloth and hair, lighting, rendering, compositing, and pipeline.
- Directed Ted Paul / Ted's World, translating Jesper Ejsing's illustrative style into 3D through a creative R&D collaboration with Pixar RenderMan, Xencilabs, and Dell using RenderMan XPU and stylized-rendering workflows.

NETFLIX ANIMATION | 3D Visual Development Artist

Los Angeles, California / Remote | 2021 - 2023 | Full-time

- Developed production-ready 3D visual concepts and look-development solutions for feature-animation teams, translating art direction into characters, environments, materials, lighting, and repeatable visual systems.
- Credited as Visual Development Artist on The Twits (2025); additional development work and breakdowns are available for private portfolio review where permitted.
- Private case studies include a defining 3D visual-development contribution to Charlie and the Chocolate Factory and work on Prince of Port-au-Prince, subject to confidentiality requirements.

MIKROS ANIMATION | Look Development Artist

Montréal, Canada | 2019 - 2020

- Created stylized surfacing and look-development work for feature-animation pipelines, collaborating with art direction, modeling, lighting, and technical teams to deliver production-ready assets at scale.
- Film credits include The SpongeBob Movie: Sponge on the Run (Surfacing Artist) and PAW Patrol: The Movie (visual-effects production at Mikros Animation).

PROFESSIONAL EXPERIENCE, CONTINUED

MOMENT FACTORY | Graphic Designer & 3D Generalist | Montréal, Canada | 2018 - 2019

Created graphic-design and 3D work within multidisciplinary experiential-production teams.

PIXAR ANIMATION STUDIOS | Freelance | 2018

Produced a technical competitive-landscape analysis for RenderMan.

O2 FILMES | Lighting & Look Development Supervisor

São Paulo, São Paulo, Brazil | 2015 - 2018

- Led lighting and look development for feature films and commercial projects, establishing visual targets, resolving production challenges, and supporting artists through final delivery.
- Applied live-action cinematography experience to CG lighting, framing, color, and physically based rendering for integrated VFX and animation work.

START ANIMA | Simulation, Special FX & Lighting Artist

São Paulo, São Paulo, Brazil | 2015 - 2017 | Concurrent project roles

- Owned simulation and special-effects work for the animated feature Lino, including dust, water, and explosions.
- Lit 63 shots for Lino as Lighting Artist.

EARLIER LEADERSHIP EXPERIENCE

Dassault Systèmes 3DEXCITE (formerly RTT Brazil), Art Director | 2013 - 2014

Mol Toons, CGI Supervisor | 2011 - 2013

Estudio Origami, 3D Director | 2007 - 2009

SELECTED CREDITS & IMPACT

The Twits (Netflix, 2025), Visual Development | The SpongeBob Movie: Sponge on the Run (2020), Surfacing | PAW Patrol: The Movie (2021), Mikros Animation | Sonic Rumble Launch Campaign, Creative Leadership and Full 3D Production | Everlasting, CG Supervisor and Pipeline Leadership, 85 contributors | Funkoverse: Jaws, End-to-End 3D Execution

RECOGNITION

Pixar RenderMan Art Challenges - Two-time First Place Winner: Everything and the Kitchen Sink and The Rolling Teapot (2017)

Guarani Prize - Best Special Effects nomination for VIPs

Gramado - Best Director of Photography nomination for the short film #

TECHNOLOGY

Core production: Maya, RenderMan, Redshift, Houdini, Unreal Engine, Nuke, Substance 3D Painter and Designer, Mari, Arnold, V-Ray. Additional working knowledge: After Effects, Illustrator, Cinema 4D, Figma. Methods: physically based rendering, stylized and non-photoreal rendering, procedural workflows, real-time visualization, node-based compositing, pipeline design, and emerging creative technology.

EDUCATION, LANGUAGES & WORK AUTHORIZATION

New York Film Academy, Los Angeles - Filmmaking Program, 2010

Anhembi Morumbi University, São Paulo - Associate Degree, Digital Design

Languages: Portuguese (native), English (full professional), Italian (professional working). Citizenship: Canadian and Italian; authorized to work in Canada and the European Union. Open to global remote work and relocation for the right opportunity.