GEORGE NASIOTIS

Senior 3D / Real-Time Artist

3D · REAL-TIME · INTERACTIVE
PHYSICAL + DIGITAL

CONTACT

Athens, Greece

george.nasiotis@gmail.com

+30 6948 408516

georgenasiotis.com

LinkedIn

Summary

Senior 3D and real-time artist with 15+ years across 3D production, animation, VFX, real-time environments, interactive experiences, event content and physical production. My work spans traditional CGI and Unreal/Unity production through VR, museum interactives, large-format visuals, photogrammetry, CAD/CAM and fabrication.

I am strongest on projects that cross disciplines: turning incomplete briefs into workable production approaches, building the work hands-on, solving technical and production problems, and carrying the result through iteration and final delivery.

- Real-time production in Unreal Engine and Unity for events, VR, museum and interactive installations.
- 3D environments, character animation, simulation, rendering, compositing and large-format content.
- Physical + digital workflows spanning photogrammetry, CAD/CAM, CNC, 3D printing, molds and fabrication.
- Production planning, estimation, workflow design, mentoring, client communication and delivery.

Skills

3D & REAL-TIME · UNREAL ENGINE · UNITY · ENVIRONMENT PRODUCTION · CHARACTER ANIMATION · INTERACTIVE EXPERIENCES · MUSEUM INSTALLATIONS · MOTION / VFX · SIMULATION · PHOTOGRAMMETRY · CAD / CAM · 3D PRINTING & FABRICATION · PRODUCTION PLANNING · TEAM LEADERSHIP

Software proficiency

- 3ds Max
- Unreal Engine
- Unity
- Blender
- ZBrush
- DaVinci Resolve / Fusion
- Autodesk Fusion 360
- Adobe Creative Suite
- ComfyUI

Selected productions

2025	**Infosys Foundation USA - Impact Gala**	Unreal environment / stage visual production Ultra-wide long-form live-event content
2024	**Infosys - MWC Barcelona**	Unreal / character animation / event content Interactive avatar + large-format exhibition media
2023	**Australian Open - 3D Anamorphic Billboard**	3D / animation / simulation / anamorphic VFX Perspective-corrected large-format installation
2023	**International Tennis Hall of Fame - Metaverse Museum**	3D environment & asset production Architecture, interiors and Unity-ready content
2021	**Australian Open - 3D Virtual Hub**	3D production lead / environments Large-scale recreation of Melbourne Park

Experience

Steficon

2026 - Present

Contractor - Interactive Museum Production

Athens

- Produce public-facing Unity museum interactives including touchscreen applications, UI flow, scene logic, animation systems, kiosk behaviour and multi-screen installation requirements.
- Work spans visual production, interaction, implementation and delivery for physical museum environments.

Mindtrap Advertising

Feb 2025 - Jul 2025

3D / Real-Time Production

Athens

- Produced real-time and VR content in Unreal Engine for the ELLINIKON project, including environment preparation, scene assembly, asset integration, lighting, optimisation and interactive presentation.

Charles Elena Design

Nov 2022 - Feb 2025

Senior 3D Artist & Team Leader

- Led and produced 3D, real-time, VR/AR, event and campaign content for international technology, sports and experiential projects.
- Responsibilities included scene production, animation, rendering, simulation, motion/VFX, production planning, mentoring and final delivery under compressed schedules.

Olympic Engineering - HydroTab

2018 - 2020

3D Artist / CAD-CAM Designer

Athens

- Worked across 3D design, technical visualisation, CAD/CAM preparation and physical production.
- Produced mechanical and organic models, molds, CNC-ready components, 3D-printed parts and fabrication-support material.

Realm of Still

2021 - Present

Founder / Product Designer / Maker

Independent practice

- Designed miniature-wargaming products and repeatable small-batch manufacturing workflows spanning digital design, 3D printing, molds, casting, finishing, packaging and sales.

Additional relevant experience

Autodesk Fusion instructor (2026) · Charles Elena Design - 3D Artist / Video Composer (2020-21) · University of Melbourne VR project (2016) · Ringway / Alnatura product digitization (2015) · Archaeological Museum of Chania photogrammetry (2014) · 360 Event Agency (2014-15) · Clipwire Games and international freelance 3D/VFX work (2012-14).

Full career record: georgenasiotis.com/experience

Education & languages

2009-2010	Advanced 3D Animation Intergraphics, Athens
2007-2009	3D Animation Interdigital, Athens

Languages

Greek - Native

English - Fluent