



Gero Doll

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Gero is an experienced digital artist specializing in game development and traditional media. He combines creative vision with technical expertise, leveraging modern technologies like generative AI and real-time rendering to create innovative solutions.

His expertise lies in Unreal Engine real-time projects, where he develops custom tools to enhance efficiency and production quality.

Technical Skills

- **Unreal Engine 5** - Advanced
- **Unity** - Intermediate / Advanced
- **Houdini** - Intermediate / Advanced
- **Blender** - Intermediate / Advanced
- **C4D** - Advanced
- **ZBrush** - Intermediate / Advanced
- **Marmoset Toolbag** - Intermediate
- **Substance Painter / Substance Designer** - Intermediate to Advanced

Code:

- **Python** - Basic knowledge
- **C++** (Unreal Engine) - Basic knowledge
- **Generative AI**, LLM ComfyUI - Intermediate to Advanced knowledge
- **Git** (Version Control) - Proficient
- **Perforce** - Basic knowledge
- **Plastic SCM** - Basic knowledge

Previous Game and Real-Time Titles:

August 2017

Lucid Trips Game

- 3D modeling and animation

Sci-Fi Projects

August 2018 - Present

- Working on a personal project: a science fiction simulation experience.

Spilly

August 2017 - February 2018 • Freiberuflicher Technical Artist / Unity für die Erstellung von Spieleffekten für eine AR-Anwendung.

August 2016 – 2019

- Artistic Game Designer

Worked on a personal indie game in third-person style.

SANDBOXDAYDREAM

2020

- Game Designer

Unity development at Zaubar GmbH.

- Artist / Unreal Developer at SES Technologies

Real-time project for Siemens (early stages of Journee).

Unity Artist at Deloitte Japan

January 5, 2018 - January 6, 2018

- Shader development in Unity for an AR application.

2021

- Worked with Luxoom Medien Projekte GmbH on an AR app for Claas harvesting machinery.

Employment History

(October 2007 - March 2008) Internship

- Game Design Internship at Snapdragon Games GmbH, Hamburg

- Level design for Nintendo DS games -> Nintendo Wii • Level-Design für Jump & Run Winnetou Adventure Game.

October 2008 - March 2009

Internship

- Sehsucht GmbH, Hamburg

- Assisted in 3D texturing and modeling

- Created 3D setups for post-production render farm operations.

January 2010 - August 2010

- Motion Designer at **3deluxe Motion GmbH**
- Freelance Motion Designer

Freelance Employment History

2011 - 2012

- Freelance Motion Designer at **Zeitguised GmbH**, Berlin.
- Freelance Motion Designer for **Acht Imaging**, Frankfurt.

2012 - 2013

- Freelance Motion Designer at **Shape Minds and Moving Images**, worked on a Mercedes automotive project.
- Motion Designer & Animator at **Studios**, Berlin.
- Motion Designer for **Naspa Image Film**.
- Music Video Designer for **Deconnecte** at **Mutter & Vater GmbH**.
- Freelance Motion Designer at **Mbox Bewegtbild GmbH**, Berlin.

2013 - 2014

- Freelance Designer at **Monomango GmbH**.
- Freelance Motion Designer for **MTV Networks Argentina**.
- Freelance Designer for **Good Company Inc., NY**, creating live visuals for a Samsung event.

2014 - 2015

- Freelance Director and Designer for **Dreambear Inc. (NY)**.
- Freelance Motion Designer at **Diesel GmbH**.
- 3D Designer / Animator at **Dreinull Motion GmbH**, Berlin.
- 3D Designer for **Tamschick Media & Space GmbH**, Berlin.

2016 - 2017

- Freelance Director and Designer for **Dreambear Inc. (NY)**.
- Freelance Motion Designer at **Tamschick Media + Space**.
- Freelance Art Director at **Congaz Digital Media Company**, Berlin.
- Freelance Game Artist for **Lucid Trips**.
- **DJ Hell & Monomango** | VR Exhibition

2017 - 2018

- Freelance Technical Artist for **Viorama & Splash GmbH**.
- Freelance Motion Designer at **NHB Studios**, Berlin.
- Freelance Unity / AR Developer at **Deloitte - Japan**.
- Freelance 3D Artist / Unity for **TECHNOSEUM**, Baden-Württemberg.

2018 – 2019

- Freelance Environment Artist at **Neeeu GmbH** in Unity: Virtual Forest VR experience.
- Freelance Unity Technical Artist for **Monomango GmbH / Unity**.
- Freelance Unity Developer for **Deloitte Touche Tohmatsu**: Development of an Audit Innovation App (Japan).
- 3D asset creation for an AR app at the **Technoseum** in Baden-Württemberg (Germany).
- AR app for the **Retune event in Berlin**, developed in collaboration with Monomango Studio.

- Freelance research and development for **Monomango**.
- Freelance 3D animation for **Dreambear NYC**: Worked on pop-art visuals.
- Workshop at the **Academy of Performing Arts** in Prague (AMU), teaching an introduction to Unreal Engine 4.

2020

- Freelance Unity Technical Artist at **Zaubar**.
- Artist / Unreal Developer at **SES Technologies**: Real-time content for Siemens.

2020 - 2021

- Freelance Unreal Artist at **Luxoom Media Production GmbH**.
- Worked on an AR app and live event for **Claas** harvesting machinery.
- Workshop at the **Academy of Performing Arts in Prague (AMU)**.

2022

- Teaching position in Unreal Engine at the **Bielefeld University of Applied Sciences**
 - Implementierung von künstlicher Intelligenz (KI) und Weltenbau.
 - Freiberuflicher Unreal-Künstler bei NSYNK Gesellschaft für Kunst und Technik mbh. Ich arbeite an Echtzeit-VFX für eine virtuelle Produktionsaufnahme.

2023 - 2024

- **NSYNK** → Freelance Unreal Artist and Developer for Porsche Design.
- Freelance Technical Artist at **Monomango GmbH**.
- Freelance Unreal Developer for **Co-axial GmbH** for client BMW.
- **NSYNK** → Freelance Unreal Artist and Developer for BMW, creating a film for Meta Quest 2.

2024 - Present

- Freelance Unreal Artist at **Sehsucht GmbH** (January - March): Specializing in optimizing the rendering pipeline and enhancing image quality.
- Freelance Unreal Artist and Developer at **Sehsucht GmbH** (April - May): Developing realistic MetaHumans in combination with LLMs.
- Freelance Unreal Artist and Developer at **Mirage GmbH** (June): Developing a previs for virtual production for client Edeka.
- Research and development of an immersive VR experience for Meta Quest 3 in Unreal Engine 5 for client VW (July - September): Integrating generative technologies to enhance user experience.
- Freelance Unreal Artist for **Monomango GmbH** – optimizing real-time compositing workflows and consulting.

Education:

2006 - 2010

Institute for Design, Hamburg

Certified Communication Designer

2006 - 2010

Graphic Design at the Institute for Design, Hamburg

Degree: Diploma in Multimedia with Honors

2007 - 2008

Internship at Snapdragon Games GmbH

Personal and Interests:

Art, music, programming, film, photography, nature.