

Realexis Christofides

Senior 3D Artist · Generative AI Specialist

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Profile

I am a 3D artist and technical creative at the forefront of integrating generative AI into production pipelines. My drive to learn new tools comes from a desire to understand systems, solve problems, and transform concepts into tangible outcomes. I use AI to accelerate ideation, expand creative possibilities, and optimise workflows, while ensuring each project retains its human creativity and precision.

Core Strengths

- Generative AI for rapid concepting, motion exploration, and asset enhancement
- Model training (LoRA/DreamBooth) for consistent style and brand visuals
- Hybrid AI–3D workflows for faster lookdev and iteration
- Technical problem-solving and pipeline optimisation
- Collaboration with creative and technical teams to integrate new tools

Tools & Skills

- Generative AI (Image/Video): ComfyUI (SDXL, FLUX, AnimateDiff, ControlNet), Runway Gen-3, Pika 2, Luma Dream Machine, Midjourney, Ideogram, Krea
- Model Training & Data: LoRA/DreamBooth, dataset curation, prompt engineering
- 3D & Rendering: Houdini, Blender, 3ds Max, ZBrush, Unreal Engine, Redshift, Octane, Cycles, Karma
- Compositing & Editing: Nuke, After Effects, Premiere, DaVinci Resolve
- Code & Scripting: Python (for Blender/Houdini)

Experience

Resn — AI Artist

April 2025 – May 2026

AI-driven product photography production for a luxury skincare campaign. Developed and delivered A set hero shots for La Mer using a custom AI pipeline built in Weavy AI.

Designed and operated a multi-stage workflow integrating Blender, Nano Banana Pro, and Topaz to produce campaign-ready imagery.

Crafted precise prompt systems to achieve consistent brand-accurate lighting, materials, and product staging across all shots.

Resn — AI Artist

Oct 2025 – Nov 2025

AI-driven image and animation production for interactive game content.

Delivered Game 3: “Guess How Many” and Game 4: “Spot the Difference”.

Built and operated a custom ComfyUI workflow to produce highly specific, brand-accurate visuals.

Crafted AI imagery to feel like real hotel photography, precisely matching the Moxy design language, materials, and atmosphere.

Produced 20 final images, each developed into an intro animation and a seamless looping animation for in-game use.

Resn — 3D Artist / Technical Artist

Jul 2021 – Oct 2024 (remote)

- Built hero 3D assets and animated sequences for award-winning digital campaigns
- Combined Houdini/Blender with AI styleframes to accelerate look-dev and approvals
- Optimized assets for interactive experiences ensuring performance and visual parity

Your Majesty — 3D Artist

Jan 2019 – Mar 2019

- Created photoreal bottles for Dopper; lookdev in Redshift/Octane; integrated into web design

Wieden+Kennedy — Dept. of New Realities — 3D/R&D Artist

Oct 2016 – Dec 2017; May 2018 – Sep 2018

- Led R&D for VR/AR pipelines for major campaigns
- Produced models, textures, and comps for S7 Airlines' global print campaign and Corona's VR experience

GenPoP — 3D/VFX Artist

Apr 2016

- Created visuals for Beyoncé — Boss Tour

Geoffrey Lillemon Studio — VFX Supervisor / 3D Artist

Jan 2015 – Mar 2015; May 2014 – Jun 2014

- On-set VFX supervision and full post for Yelle — “Ba\$\$in”
- 3D generalist on Nicki Minaj — “Pills N Potions” music video

Logan.tv — 3D Artist

Dec 2013 – Feb 2014; Jan 2015 – Feb 2015

- 3D for Miley Cyrus — Bangerz Tour; concept art, character, FX sims for 40-foot stage screens

Random Studio — 3D/Interactive Artist

Oct 2012 – Apr 2014

- Web VR/AR digital production for Nike, Philips, Adidas; VFX supervision

Glassworks — Junior 3D Artist

Jul 2011 – Feb 2012

- Modeling, texturing, rendering; XSI/3ds Max

AI + 3D Project Highlights

- Brand-Style Consistency: Trained LoRA models for consistent product/brand visuals, integrated into AI-augmented 3D lookdev workflows
- Storyboard-to-Motion: Converted static boards into motion previews using AnimateDiff, refined in compositing tools
- Shot Restoration: Enhanced legacy footage with AI upscaling, inpainting, and color matching
- Capture-to-3D: Combined photogrammetry and Gaussian Splatting with traditional retopo and lookdev for immersive scenes

Education

Nottingham Trent University — BA Multimedia (2007–2010)