

# Artur Donadel Balthazar

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## Profile

3D designer and tools developer, with academic background in mechanical engineering and graduated in product design. Passionate about bringing creative and original ideas to life, bridging the gap between design and engineering. Extensive knowledge of the 3D art pipeline, surface, organic and CAD modeling in various softwares. Knowledge of software development in Python, JavaScript and TypeScript, with practical knowledge of the Blender API, Babylon.js, and asset pipelines. Skilled at AI-assisted scripting and debugging, ensuring quality consistency throughout the codebase. Strong focus on user-centric design and intuitive functionality, with hands-on understanding of the business management challenges. Effective communication in a multidisciplinary team, working proactively to achieve high-end results.

## Skills

**Knowledge-based skills:** 3D tools development; web development; front-end development; back-end integration; AI-assisted scripting and debugging; UI/UX design; surface, organic and CAD modeling; 3D art pipeline; asset optimization; environment and scene design; photogrammetry and 3D scanning; 2D graphics and texture creation.

**Soft skills:** Problem-solving, creativity, originality, eye for detail, proactivity, task-driven, self-motivation, adaptability, flexibility, willingness to learn and share, teamwork, time management, organization, communication, positive attitude.

**Software, tools and programming languages:**

- Blender, Maya, 3DsMax, SketchUp, Fusion 360, Rhinoceros, Unity, Unreal Engine;
- Adobe Substance, Photoshop, Illustrator, Figma;
- Blender API, Python, JavaScript, TypeScript, Babylon.js, Git/GitHub; Supabase; React; Cursor;

**Language skills:** Portuguese: Native; English: Advanced; Spanish: Intermediate;

## Experience

### 3D Designer & Tools Developer

Meetkai - AI & Metaverse solutions  
California, US (remote) - Jan 2023 - Ongoing

- Design and maintenance of *Meetkai Suite*, a complete set of Blender tools used by the 3D team, aimed at reducing friction in the 3D scene creation process, making it faster, more reliable and intuitive.
- Development of Babylon.js demo scenes to gather attention of potential clients;
- Development of a Babylon.js collaborative web editor that prioritizes user experience, performance and accessibility of artists and designers in 3D web workflows.
- 3D design and optimization of assets and 3D scenes for WebGL applications.

### 3D Designer for AR

More Than Real - Augmented reality for sales and marketing  
São Paulo, Brazil (remote) - Jan 2022 - Ongoing

- Working as a freelancer in a wide range of 3D projects.
- 3D modeling, texturing and optimization of Nescafé Dolce Gusto coffee machines for WebAR.
- Asset and topology optimization of 3D car models for car manufacturer Stellantis, creating UV maps, realistic textures, texture baking and materials for WebAR visualization.

### 3D Printing Manager & Founder

Edge Planning Center - Digital dentistry and surgical planning  
Florianópolis, Brazil - Jan 2021 - Dec 2021

- 3D modeling and printing of bite splints, surgical guides, jaw study models, converted ultrasound images and other types of biomodels for dentistry in plastic and resin materials.
- Responsible for the business management, including accounting, inventory management and customer service.

## **Product Design Intern**

Done 3D - 3D printing and Digital Dentistry  
Ribeirão Preto, Brazil - Oct 2020 - Dec 2020

- 3D modeling and 3D mesh manipulation, adaptation and optimization for 3D printing.
- 3D printing of both plastic and resin objects.

## **3D Printing Designer (Self-employed)**

Baltha Maker - 3D printing solutions  
Florianópolis, Brazil - Feb 2018 - Dec 2021

- 3D modeling and optimization in various softwares, depending on clients needs.
- 3D printing and finishing of various products in both plastic and resin, such as replacement parts, final parts, prototypes, presentation models, trophies, gifts, etc
- Business management, responsible for the office's accounting, marketing, customer service and inventory management.

## **Product Design Intern**

Pronto 3D - Rapid prototyping laboratory inside UFSC  
Florianópolis, Brazil - Mar 2019 - Jul 2019

- Development of a 3D printed Arduino-based remote control car, including 3D modeling and printing, C++ programming for Arduino and integration with an Android app.
- Experience with the main digital fabrication technologies such as 3D printing, 3D scanning, laser cutting, machining and thermoforming.

## **Research & Development Intern**

Cata Company - Smart safe manufacturer  
Florianópolis, Brazil - Mar 2017 - Feb 2018

- 3D renderings of the company's products for marketing purposes;
- Development of technical manuals, reports and assembly instructions, including 3D graphics of the safes and document design;
- Web support pages management.

## **Architecture & Interior Design Intern**

Eder Frank Architecture - Architecture Office  
Criciúma, Brazil - Mar 2012 - Jun 2012

- Conversion of hand drawings and projects to 3D models and renderings within Google SketchUp;

## **Education**

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- **Bachelor's Degree in Product Design**, Federal University of Santa Catarina - Brazil, 2018 - 2021
- **Bachelor's Degree in Mechanical Engineering (*split graduation*)**, Purdue University Northwest, USA, 2015 - 2016
- **Bachelor's Degree in Mechanical Engineering (*Incomplete*)**, Federal University of Santa Catarina - Brazil, 2012 - 2017
- **Design Technical Course**, SATC - Brazil, 2009 - 2010

References available upon request.