Liam Röder

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Professional Experience

Freelance 3D Generalist –   2024 – Present
  Remote / UK-based

• Produced high-quality explainer visuals for editorial platforms using Blender and After Effects.

• Delivered camera projection sequences and stylized narrative-driven scenes for `atticusfinch.tv`.

• Managed entire 3D pipeline from brief to final composite; operated independently under tight deadlines.

• Focused on story clarity and visual rhythm using camera choreography, procedural assets, and fast iteration.

3D Generalist, AKODA Studio –   2023 – 2024
  London, UK

• Contributed to a series of climate explainer animations integrating 3D and 2D media.

• Handled previs, layout, asset modeling, and lighting across multiple episodes.

• Collaborated with art direction to develop a cohesive look that balanced clarity and visual intrigue.

• Integrated Houdini-generated effects and Blender assets into a unified visual workflow.

3D Generalist, MotorScrubber –   2022 – 2023
  Sheffield, UK

• Led development of product launch animations and advertising visuals for new cleaning technology.

• Designed camera paths and product staging in Maya and Blender, with Redshift rendering.

• Produced still renders for print/web and animated content for social rollout.

• Coordinated closely with marketing to align technical detail with creative messaging.

Education

BA (Hons) Visual Effects, Bournemouth University –   2019 – 2022
  Relevant coursework: CGI, animation, compositing

Level 3 BTEC Film & Media, NWSL College –   2017 – 2019

Certifications

• Blender for Production Pipelines – Self-taught, project-proven

• Houdini FX Foundations – Focused on procedural asset creation and rendering

• Autodesk Maya Certified (Generalist Level)

• Substance Painter Essentials