

Jannek Dam

3D Generalist

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About Me

I have a broad range of both artistic and technical skills. Through my passion for visual storytelling and photography, I have developed a strong natural sense of what makes a great shot, that tells a story. Framing shots, light, materials, subject, and colors, are all very important parts of any image, digital or not. All this, combined with my many years of industry experience, enables me to perfect a photorealistic result that engages the viewer.

Along with being a nerd from childhood, loving technical things, and growing up on computers; I am an incredibly fast learner with any kind of new software.

I love trying to constantly learn new things to broaden my horizon and add programs and techniques to my extensive skill set. I excel at having a structured overview of tasks and setups, and I am experienced with setting up and managing custom render pipelines, scripts, and IT systems. As well as utilizing AI and coding to optimize automations.

Industry Experience

Tvilum/ 3D Generalist

Mar 2022 - Jun 2025

Tvilum is a Danish flatpack furniture manufacturer, with customers such as Jysk, Ilva, Ikea, Amazon, and Walmart. At Tvilum I created renders of furniture packshots, along with stylized interior images to be used for sales and marketing. Furthermore, I created and managed technical software setups, including render farm pipelines, programming, custom automations, AI workflows, asset libraries, and hardware/software IT systems.

Lindberg / 3D Generalist

Jun 2018 - Feb 2022

LINDBERG is a Danish luxury eyewear manufacturer. I was responsible for the entire 3D pipeline for a large award-winning online customizer system with hundreds of thousands of images for customers to customize their unique luxury eyewear online. Furthermore, I create various creative projects for social media, advertisements, magazines, stores, and exhibitions worldwide.

Anthonn / 3D Generalist

Mar 2016 - Mar 2018

At Anthonn, I was part of a small, intimate team and therefore had a large responsibility. I worked with a wide range of both products, architecture, and interior for clients such as Zeni, C.F. Møller, Lego, & Linak.

One Vision / 3D Generalist & Photographer

Oct 2014 - Jun 2015

Education

3D College Denmark / Multimedia Animator, 12/A

2013 - Feb 2018

I graduated from 3D College Denmark in 2018 with the best possible grade, 12/A, on both my final exams. 3D College is the only school of its kind in Denmark that combines the college experience with professional artists as teachers. This gives a unique experience by learning from actual industry professionals, which prepares students for a high quality career right out of school. You also work a full time apprenticeship for 2 years during this time. Which balances personal development and actual work experience. Therefore, The Rookies have awarded 3D College as the top architectural visualization school in the world due to the high quality of graduates, amongst other things.

Skills

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- 3Ds Max
 - Cinema 4D
 - Deadline
 - Renderfarm Management & Pipelines
 - Technical hardware & software setups
 - IT systems
 - Vray
 - Photoshop
 - After Effects
 - Phoenix FD
 - Marvelous Designer, Forest Pack, Speedtree, TyFlow, PFlow, Anima
 - Maxscript, Python, Flask, Scripting & Coding
 - OpenAI, Claude, Google Vision, ComfyUI, Flux, Stable Diffusion
 - Connector & Asset Libraries
 - Photography
 - Drone Photo/Video
 - Visual Storytelling

Want to look instead of read? Take a look on my website where you can see my portfolio, along with in depth descriptions about what I do. Let me know if you have any questions, I look forward to hearing from you!

www.jannekdam.com