



Jannek Dam

Technical 3D Generalist

Contact

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Highlighted Skills

3D & Visualization

3Ds Max | Cinema 4D | V-Ray | Phoenix FD
TyFlow | Marvelous Designer | Photoshop
After Effects | Premiere Pro

Automation & Programming

Python | Flask | Maxscript | API Integration
Data Processing | SQL | Workflow Automation
HTML | CSS | JavaScript | C

IT & Systems

Renderfarm Management (AWS Deadline)
Server Setup & Maintenance | Connector
Hardware Configuration | Software Systems
Cloud Services | Version Control (Git/GitHub)

AI

Integrated AI Workflows | Google Vision
OpenAI API | ChatGPT | Gemini | ComfyUI
Stable Diffusion | Flux | Cursor | Codex |
Claude | Midjourney

Creative & Visual

Photography/Videography
Drone Video/Photo
Visual Storytelling

About Me

I bridge the gap between the visual and technical worlds, combining over 10 years of 3D experience with strong IT and coding skills. My background spans modeling, composition, materials, lighting, and rendering, as well as IT systems, hardware setup, render farms, and Python development.

Working closely with both creative and technical teams, I deliver photorealistic, efficient 3D visuals through a blend of artistic understanding and technical precision and efficiency. I'm quick to learn new tools, adapt to complex systems, and approach challenges with a structured mindset.

Experience

Technical 3D Generalist / Tvilum Mar 2022 - Jun 2025

Tvilum is a global furniture manufacturer serving customers such as Jysk, Ikea, Amazon, and Walmart. I created photorealistic furniture packshots and stylized interior renders while creating and managing advanced IT setups including renderfarm pipelines, automations, AI workflows, and asset databases.

- Developed automated 360° video rendering pipeline with checksum verification and YouTube upload via Google API.
- Built asset handling system with dynamic thumbnail rendering, texture path mapping, categorized database, and AI tagging via Google Vision API.
- Created company-wide Flask server for workflow automation, data analysis, advanced file handling, and PIM/SQL integration.
- Built and maintained renderfarm and servers with full AWS Deadline integration and custom Python scripts for 3D automation.

3D Generalist / LINDBERG Jun 2018 - Feb 2022

LINDBERG is a Danish luxury eyewear brand. I managed and created the full 3D pipeline for an award-winning online customizer generating hundreds of thousands of product images. From modelling to final render. I also produced creative 3D visuals for social media, advertising, magazines, stores, and exhibitions worldwide.

- Award-winning Customizer, with over 500.000 unique renders: [Video](#)

3D Generalist / Anthonn 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.

3D Generalist / One Vision Oct 2014 - Jun 2015

Education & Courses

Harvard CS50x Computer Science Jul 2025 - Sep 2025

3D College Denmark 2013 - 2018

Digital Media/Multimedia Animator 12 (A)

I graduated from 3D College Denmark in 2018 with the highest grade (12/A). The program combines classroom learning with a two-year full-time apprenticeship under industry professionals, providing both creative and technical experience. 3D College has been recognized by The Rookies as one of the world's top schools for architectural and product visualization.