

2026

PORTFOLIO

3D ARTIST & DIGITAL STORYTELLER

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SELECTED PROJECTS

A SELECTION OF THE MOST SIGNIFICANT PROJECTS

1. Archway Cliff /
environment design

2. Winx Club Reboot promotional content /
full social media campaign

3. Pirate tropical bay /
environment design

4. Cruel Prince Jewellery collection /
product animation



1. ARCHWAY CLIFF

environment design / personal project



A DISTANT WORLD THAT SOMEHOW FEELS LIKE HOME.

Archway Cliff was born from the idea of imagining a reality far removed from our own — a dreamlike world shaped by monumental landscapes, suspended architecture and a quiet sense of wonder.

Despite its surreal setting, I wanted the environment to feel peaceful and welcoming rather than unfamiliar. The soft atmosphere, natural elements and distant castle create the feeling of discovering an entirely new world that, somehow, still feels warm and familiar.



1. BLOCKOUT

creating the foundation of the scene, working on composition and proportions.



2. TEXTURING AND SCULPTING

adding colour and details to the landscape.



3. LIGHTING AND FOLIAGE

working on the mood of the scene with light and nature.



4. ASSETS AND FINE DETAILS

finally adding the main assets of the scene and breathing life to the scene.



2. WINX CLUB REBOOT PROMOTIONAL CONTENT

3D social campaign / commercial project



HONOURING THE PAST WHILE LOOKING TOWARDS THE FUTURE.

This series of six 3D videos was created for Winx Club to celebrate some of the most iconic objects from the original seasons while introducing their new interpretations from the reboot.

Each animation creates a connection between the two eras, allowing the original object to meet its contemporary counterpart. The project became a way to celebrate the visual legacy of Winx while embracing its evolution looking back with nostalgia and forward to a new generation.







3. PIRATE TROPICAL BAY

environment design / personal project



WHAT IF YOU WOKE UP IN NASSAU, THREE CENTURIES AGO?

Fascinated by the Golden Age of Piracy and inspired by Assassin's Creed IV: Black Flag, I wanted to create my own interpretation of the Caribbean during the first half of the 18th century.

The concept is simple: waking up on the shores of Nassau as a pirate after a long night of drinking, with ships anchored in the bay and the world slowly coming back into focus. Rather than recreating a specific location from the game, the project explores its atmosphere through environment, lighting and storytelling.

A detailed 3D rendered scene of a forest at night. In the center, a large, weathered tree stump stands in a grassy clearing. Perched atop the stump is a golden crown with a large green gemstone. The forest is filled with tall, dark evergreen trees. In the foreground, several mushrooms with red caps and white spots are scattered on the grass. A large, glowing crescent moon hangs in the dark, starry sky. The overall atmosphere is mysterious and enchanting.

THE CRUEL PRINCE

4. CRUEL PRINCE JEWELLERY COLLECTION

environment design / commercial project / product animation

