



CONTACT ME

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🖥️ freelancer.com/u/BLADESTYLE

📁 [My Portfolio](#)

📍 Cameroon, Douala.

EDUCATION

Scientific Baccalaureate
LA GAIETE, Yaounde. Cameroun
2016 - 2018

3D learning on Blender
Self-learning
2014 - Today

SKILLS

- 3D Design
- 3D Animation
- 3D Visualization
- 3D Generalist - Game Development
- 3D Printing
- Blender 3D User

Adrien Ngangouo

3D Generalist & Blender Specialist

PROFESSIONAL SUMMARY

I am a 3D Generalist with extensive experience using Blender as a primary production pipeline for high-end product visualization, architectural rendering, and technical animations. Specialized in hard-surface modeling, photorealistic lighting, PBR shading, and clean topology optimization. Proven track record of delivering commercial-ready assets and animations independently under tight deadlines. Adept at remote workflows and clear cross-team communication.

WORK EXPERIENCE

3D Generalist 2018 - 2023
Game Development

I only started developing video games in 2018, using software like O3DE and EZ engine as game engines and a bit of Unreal engine, taking care of props creation, the environment and level design.

Freelancer 2023 - Today
3D Generalist | Freelancer.com

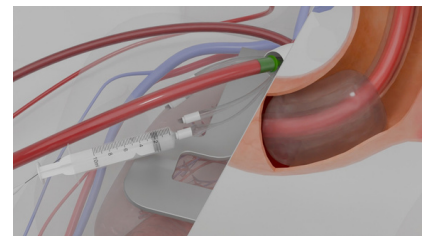
following my period in game development, I had to go freelance, and over the last years I've worked on more than 20 projects and competitions, always improving my skills a little more on:

- Blender Production Pipeline: Authored end-to-end 3D assets and animations in Blender, handling blocking, detailed modeling, UV unwrapping, lighting, rendering, and compositing.
- Commercial & Technical Deliverables: Produced photorealistic 3D product animations, architectural visualizer scenes, and mechanism explainer videos for international clients.
- Asset Optimization: Prepared low-poly and high-poly models with clean topology, optimized lightmaps, and baked normal maps for high-performance rendering.
- Remote Management: Handled full project lifecycles independently, adhering to strict client briefs, milestones, and async communication tools.

BLENDER PROJECTS

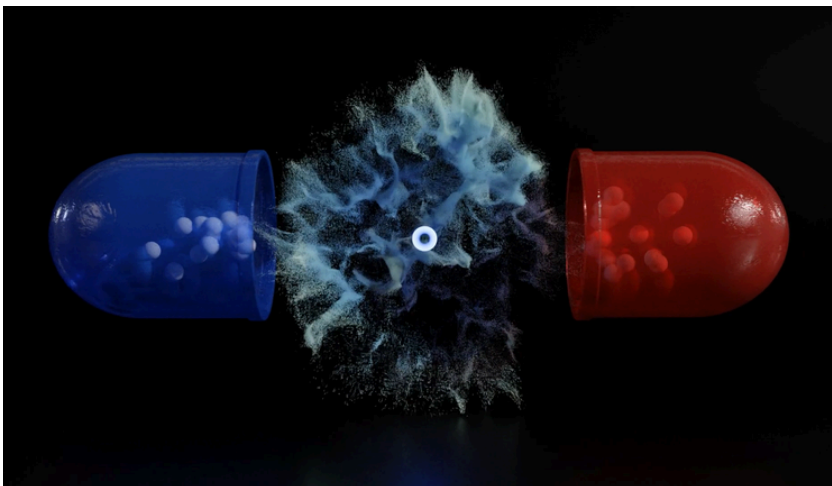
1. The ELIKA device 3D Animation project for Octin Health

This project involved creating an explanatory video detailing the entire process of applying the equipment during an aortic ablation procedure. This required precision and realism to help the doctors performing this procedure visualize the process. The entire pipeline was done in Blender: modeling, texturing, animation, and rendering with the version 3.8



2. 3D Animation for webpage : Midocoline project

This project required me to take my skills to the next level in order to deliver a result that showcases the company's services through inspiring and attractive visuals. with the version 4.4, I had to use a pipeline involving Geometry Nodes, particles, animation, and compositing to create the final result.



You can view the rest of my animation projects by clicking the [**"MY PORTFOLIO"**](#) link, where you'll find other examples of my work, all created in Blender. I hope to continue my journey alongside you, thank you for this opportunity.