Sérgio Azevedo

Creative Technologist

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PROFESSIONAL SUMMARY

Creative Technologist with 10+ years leading distributed creative teams and building AI-assisted production systems for remote product companies. Led a remote team of 5 while cutting asset turnaround 25% and accelerating production cycles 40% through standardized, reusable pipelines. Combines hands-on craft in video, motion, 3D/XR, and brand systems with the process discipline to scale creative output without losing quality.

CORE SKILLS

GTM Creative Direction · Remote Team Leadership · Visual Systems Design · Creative Technology · Brand & Deck Systems · Creative Review Systems · AI-Assisted Production · Video/Motion Direction · Workflow Automation · Product UI/UX · Prompt & Process Design · 3D/XR Production · ComfyUI · Nano Banana · Claude Code · n8n · After Effects · Photoshop · Illustrator · Figma · Unity · Blender · Maya · Substance Painter

PROFESSIONAL EXPERIENCE

Glimpse Learning
Remote, New York, USA
11/2025 – Present

Creative Technologist

- Build production pipelines, brand systems, and GTM operations for Glimpse Learning and Foretell AI.
- Foretell AI promo: character consistency in Flow and Nano Banana, stills to video, assembly in After Effects.
- Brand system: visual rules, style guide, and reusable templates, documented so anyone on the team can extend it.
- GTM analytics and content operations: GA4, GSC and LinkedIn in one view, each post tied to its campaign.

The Glimpse Group
Remote, New York, USA
11/2022 – 07/2026

Creative Technologist / Senior 3D Artist

- Led a remote team of artists and set the visual direction for Glimpse's immersive and AI product launches.
- Built an AI production system for consistent characters, environments, and shot stills before video and post.
- Brand style guides, motion systems, and AI-assisted workflows shared across marketing and product.
- Reusable pipelines cut asset turnaround 25% and sped up production 40%.

inciteVR
Remote, Porto, Portugal
09/2020 – 12/2022

Co-founder · Senior 3D Artist / Art Director

- Co-founded a VR learning studio and ran its art direction.
- 200+ production-ready real-time assets and environments for VR apps, demos and showcases.
- Improved runtime performance 35% through geometry, texture and material optimization.
- Led adoption of a standardized PBR/real-time workflow and wrote the onboarding docs.
- Titles: Cold Case, myVRscope, myVRsafety, Saving Lives, Teach Island, Accounting for Empires, Professor Ledger.

Adtalem Global Education
Remote, Chicago, USA
08/2015 – 07/2020

3D Game Artist

- 2D and 3D assets for game-based learning platforms across multiple educational products.
- Cut production time 15% through better modeling workflows, asset reuse and clearer standards.
- Mentored junior artists.

beActive Media
Vila do Conde, Portugal
01/2012 – 07/2015

3D Designer / Motion Graphics Artist

- Motion graphics, video, 3D and VFX for advertising, film, social and digital campaigns, plus character and creature work for The Unknown.

SKILLS & TOOLS

PRODUCT / UI / DESIGN

Figma, Photoshop, Illustrator, InDesign, Adobe Creative Suite, presentation slides, deck systems

COLLABORATION

Creative review systems, sprint planning, GitHub, documentation, cross-functional production

3D / XR / REAL-TIME

Unity, Maya, Blender, Substance Painter, Substance Designer, Marmoset Toolbag, Character Creator, iClone, PBR workflows, VR/XR optimization

VIDEO / MOTION

After Effects, video direction, style frames, motion systems, product launch videos, demo videos

AI & AUTOMATION

ChatGPT, Claude, Claude Code, Codex, ComfyUI, n8n, AI image-to-video workflows, Adobe Firefly

SCRIPTING / DATA / WEB

JavaScript, JSX (Adobe), JSON, Google Apps Script, Google Sheets, WordPress, Docker, Cloudflare, QNAP

EDUCATION

Newcastle upon Tyne, United Kingdom	**Master of Arts in Visual Arts (Painting)** Northumbria University
Porto, Portugal	**Bachelor of Arts in Painting** Faculdade de Belas Artes, Universidade do Porto

LANGUAGES

Portuguese — Native

English — Advanced / Professional

French — Intermediate

Spanish — Beginner

SELECTED PROJECTS



AI WORKFLOW SYSTEMS · GLIMPSE GROUP

AI Character & Shot Production Pipelines

Reference-driven AI workflows that keep characters and environments consistent across shots, from brief to edit-ready stills and video.

work.sergioazevedo.pt/projects/ai-creative-production-systems

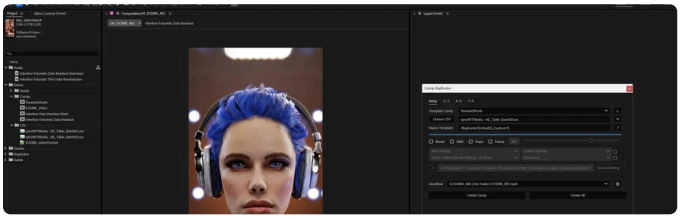


AI VIDEO PRODUCTION · FICTIONAL BRAND

Rootwell: A 13-Shot AI Video Ad, Brief to Final Cut

A 9:16 direct-response ad made with Seedance 2.5 on Higgsfield: one consistent character and product across 13 shots, drafted cheap, finalized at 1080p.

work.sergioazevedo.pt/projects/rootwell-ai-ad

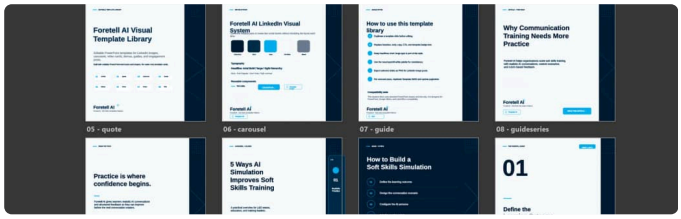


3D-TO-VIDEO AUTOMATION SYSTEM · EV2MK

3D Render-to-Video Automation Pipeline

A data-driven pipeline that turns 3D renders into animated video at scale. What took a full day of manual work per asset now runs as a repeatable system.

work.sergioazevedo.pt/projects/3d-to-video-automation

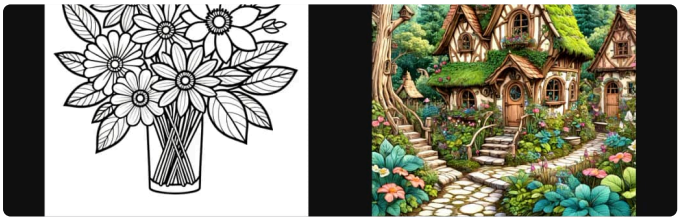


BRAND DESIGN SYSTEM · GLIMPSE LEARNING

Brand Design System and Templates

A rules-first brand system for Glimpse Learning: logo direction, visual rules, documented tokens and templates any team member can extend.

work.sergioazevedo.pt/projects/brand-design-system

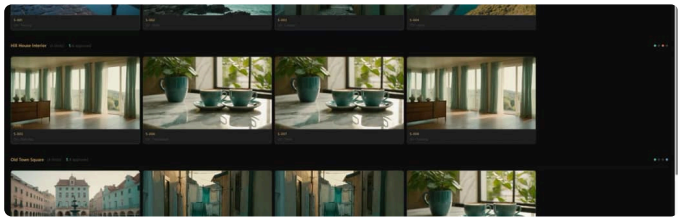


COMFYUI WORKFLOW SYSTEM · OWN KDP PUBLISHING

Style-Consistent AI Illustration in ComfyUI

Two ComfyUI workflows that hold one visual style across every page of a coloring book and its cover, from fixed style graph to print-resolution upscale.

work.sergioazevedo.pt/projects/comfyui-style-consistent-generation



AI FILM PRODUCTION TOOLING · INDEPENDENT FILM STUDIO · NDA

AI Film Shot-Review Tool for Directors

A sheet-driven review page for an AI-generated film. The director approves, flags or re-generates each take; every decision goes back to the sheet.

work.sergioazevedo.pt/projects/ai-film-shot-review-system



MARKETING OPERATIONS PLATFORM · GLIMPSE LEARNING

GTM Analytics & Content Operations Platform

An internal marketing platform: GA4, Search Console and LinkedIn in one dashboard, with content calendar, approvals and UTM-tracked campaign links.

work.sergioazevedo.pt/projects/gtm-analytics-platform



REAL-TIME 3D / VR · CLIENT PROJECT

Low-Poly VR Environments & Characters

Five low-poly interior sets and six characters for VR, modelled from client reference photos in Maya, textured in Substance 3D Painter, assembled in Unity.

work.sergioazevedo.pt/projects/vr-environments-characters