

Dima Pysartsev

PRODUCT DESIGNER · 3D · PROCESS & TOOLING

PROFILE

An engineering degree, **eleven years leading product design in custom manufacturing**, and five years as a 3D artist - held together by an analytical habit of taking apart how the work itself is organised.

That combination is the point. I can read a technical drawing, judge a material in the room it will live in, and then build the tool that removes the repetitive part of the process. I have done it in textile, wood, packaging, 3D and software.

WHAT I HAVE DELIVERED

- **Halved order-processing time across an 11-year operation**
by redesigning how field data was captured - a document system, not a software one.
- **Ran 10-15 custom projects a month with a ~15-person team**
from client brief through costing and production to installation handover.
- **Shipped a 161-tool production QA application solo in five months**
~76,600 lines, as product owner, architect and QA.
- **Made that application more than 20× faster**
2.9 s down to 0.1 s per tool, by replacing repeated disk scans with one shared cache.
- **Fitted a full product range into an 18 m² showroom**
by re-engineering merchandising from horizontal to vertical wall display - more catalogue visible, no extra floor space.
- **Cut render post-production to ~5 minutes per image**
by formalising my own process into a repeatable script.

EXPERIENCE

Lead Product Designer - Swan Studio · custom interior textile

2011 - 2022 · 11 yrs

Odesa, Ukraine. Premium made-to-measure interiors - curtains, blinds, bedding, cornice systems. Team of ~15: designers, machinists, showroom and installation crews.

- Cut order processing time by **~50%** and removed a recurring class of client disputes by designing the field documentation system used on every site visit - sketch frames per window, pre-printed checkboxes for standard options, an itemised cost breakdown, dual signatures, and a perforated client copy carrying the lead times and returns policy in print.
- Ran **10-15 client projects a month** end to end: consultation and on-site measurement, concept and fabric selection, costing, supplier sourcing and negotiation, technical specifications for the workshop, production oversight, installer briefing and handover.
- Fitted the **full cornice range into an 18 m² showroom** by re-engineering merchandising from horizontal to vertical wall display with interchangeable finials - increasing visible catalogue depth without adding floor space.
- Designed that showroom end to end - circulation, consultation zone, storage, display systems, socket placement and electrical load specification - and art-directed the brand identity and custom furniture, sourcing makers who could deliver at the required quality.

CONTACT

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AT A GLANCE

RIGHT TO WORK

Residence permit - no employer sponsorship required

ALSO AVAILABLE AS

Active SIRET (APE 7410Z) - can be engaged on a freelance mission

AVAILABILITY

Within one week

WORKING ARRANGEMENT

Bordeaux on-site · hybrid · remote

LANGUAGES

Ukrainian native · **English C1** · French B1

EDUCATION

MSc - Geodetic Engineering, Cartography & Cadastre

Odesa State Academy of Civil Engineering and Architecture · 2007-2012

Recognised in France (ENIC-NARIC)

Niveau 7 / BAC+5

EXPERIENCE - CONTINUED

Founder & Product Owner - DOLADU · pipeline QA software

2026 - present

Desktop QA and automation application for 3D artists and small studios. Feature-complete, in QA hardening before release.

- Shipped **161 tool actions across 9 workspaces** - asset inspection, engine export validation, look-dev and VFX - on a **~76,600-line** Python/Qt codebase with a Babylon.js 3D viewer, working solo as product owner, architect, designer and QA.
- Cut the rework loop for artists by consolidating **ten separate pipeline checks into one audit** that scores a project 0-100 and attaches a one-click repair to every finding.
- Made the application **more than 20x faster** - 2.9 s down to 0.1 s per tool - by replacing per-tool disk walks with a single shared, timestamp-keyed scan cache.
- Made team standards portable by moving naming rules, poly budgets and required maps into one shared `pipeline.json` that drives both the interface and a headless CLI with build-gating exit codes.

Freelance 3D Artist - characters, look-dev, real-time

2022 - present

- Delivered **10+ full-cycle characters and creatures** for games, tabletop and music-video clients - concept, high-poly, retopology, UV, baking, texturing, look-dev and engine integration.
- Cut render post-production from manual work to **~5 minutes per image** by formalising the process into a repeatable script.

3D Artist - Doghowl Games, "Level Zero" · contract

2023 · 2 months

- Produced **4 real-time weapon assets** to studio specification - retopology in Maya, baking in Marmoset Toolbag, one 4K texture set each - delivered inside an existing Unreal Engine 5 pipeline and poly budget.

Character Designer - board game adapted from a novel

2020 - 2022

- Designed the **complete character line from written descriptions alone** - first concepts approved without revision, sculpts prepared to 3D-printing and mass-production standards - and extended the brief by proposing gameplay mechanics that were adopted into the final design.

Founder - 3.14Wood, hardwood homeware · Yours, small-batch coffee

2014 - 2017

- Founded and ran **two product brands end to end** - supplier sourcing across a difficult exotic-hardwood supply chain, workshop production, packaging and label design, direct sales. Engineered solid-block lighting by calculating bore geometry so no cuts or laminations were needed.
- Closed both deliberately on documented analysis - distribution weakness in one, unit economics in the other - rather than continuing at marginal return.

SKILLS

PRODUCT & MANUFACTURING

End-to-end product design, physical and digital · design for manufacture · technical documentation and specification · costing · supplier sourcing and negotiation · full production-cycle coordination · premium client management

SPACE, RETAIL & BRAND

Space planning · retail and display design · showroom fit-out including electrical layout · art direction · packaging and label design · colour, materials and lighting

3D - SOFTWARE

ZBrush · Maya · Substance 3D Painter · Marvelous Designer · RizomUV · XGen · Marmoset Toolbag · Arnold · Unreal Engine 5 · 3DCoat

Characters and creatures · product visualisation · look-dev · real-time optimisation

PROCESS, QA & TOOLING

Workflow analysis and automation · QA systems and asset validation · naming conventions and batch processing · Photoshop scripting

AI-assisted development as a working method - architecture, module specification, iteration and QA, with AI as the implementer