



Eric Roehrich

3D Designer / AI Engineer

About Me

Creative technologist combining analog craftsmanship with digital innovation. With a foundation in industrial electronics and a strong background in 3D visualization, film, and AI-driven tools, I unite technical precision with artistic vision. My work explores the intersection of art, technology, and artificial intelligence – creating experiences that fuse realism, emotion, and innovation.

Reality depends on settings.

Work Experience

Jan 2025 - Present

Freelancer Worldwide

3D Designer / AI Engineer

- Developing AI-driven tools, agent systems, and 3D visualization workflows for international clients.

Mar 2023 - Dec 2024

Studio B12, Braunschweig

3D motion Designer

- Designed 3D graphics, motion design assets, and video content for campaigns, short-form media, and industrial exhibitions (e.g., Siemens).
- Specialized in 3D visualization, animation, and visual effects.
- Developed AI workflows and agent-based automation tools.

Mar 2017 - Mar 2023

Quantumpix GmbH, Braunschweig

Founder & CEO

- Founded and managed a creative studio focused on 3D visualization, animation, and digital experiences.
- Oversaw client projects, production pipelines, and real-time graphics.

Mar 2014 - Feb 2017

Digitale Bilderfabrik Volkswagen, Wolfsburg

3D Operator

- Created and maintained 3D assets and visual content for the Volkswagen Car Configurator.

Jan 2003 - Aug 2004

Volkswagen AG, Salzgitter

Industrial Electrician

- Worked in industrial electronics and automation technology.

Contact

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Education

Media Studies / Art History

HBK Braunschweig

2007 - 2014

High School Diploma

Kolleg Braunschweig

2004 - 2007

Industrial Electronics Training

Volkswagen AG Salzgitter

1999 - 2003

Skills

- Blender 3D
- DaVinci Resolve
- Unreal Engine / Unity
- Adobe Creative Suite
- ComfyUI
- HTML / CSS / Javascript / Python
- AI & Automation
- Pipelines & Tools

Languages

English (Fluent)

German (Native)