Marvin Jérôme Stephan

3D TECHNICAL ARTIST & PROGRAMMER

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Experience and Research

Freelance 3D Artist
FREELANCING

VARIOUS
2016 - PRESENT

- Crafted stills and animations for diverse clients
- Created 3D animations for the Nintendo Switch announcement of Move or Die
- Animated a music video for electronic music band Maximum Love
- Trained a custom AI diffusion model on an architecture dataset from Harvard University
- Developed multiple Python Cinema4D plugins used by hundreds of users

Aixsponza GmbH
WORKING STUDENT, TECHNICAL ARTIST

MUNICH, (REMOTE)
2023 - 2024

- Finding technical solutions in 3D/CGI projects for various clients including Pepsi, Mercedes-Benz, and 1&1
- Production of AI-aided workflow to generate fitting backplates for 3D scenes as well as enhancing render details
- Training of custom AI models of client products for look development and concept design
- Exploration of video deepfakes as actor replacement of a non-existent person

Artificial Intelligence Research Group, Hasso Plattner Institute
UNDERGRADUATE RESEARCHER

POTSDAM, GERMANY
2022 - 2023

- Development of a commercial tool which uses Stable Diffusion to create interior design ideas on rooms submitted by the user
- Exploration of AI-aided image, video and voice synthesis

Simulating and visualising infection spread using real movement data
BACHELOR THESIS

POTSDAM, GERMANY
2022

- Developed a procedural Houdini workflow for an individual-based infection simulation using Houdini nodes and Python

Computer Graphics Research Group, Hasso Plattner Institute
UNDERGRADUATE RESEARCHER

POTSDAM, GERMANY
2021 - 2022

- Implementation of Intrinsic Image Decomposition into an existing iOS app framework

Human Computer Interaction Research Group, Hasso Plattner Institute
UNDERGRADUATE RESEARCHER

POTSDAM, GERMANY
2019 - 2020

- Developed a diverse range of small games using Unity for a visually impaired-friendly video game console within a 4-person team
- Incorporated valuable feedback from the target audience to enhance accessibility and optimize the overall user experience of the games

MovieBrats Studios
INTERNSHIP

BERLIN, GERMANY
2016

- Various basic VFX work including compositing, 3D rendering and color grading

Education

M.Sc. Computer Science   POTSDAM, GERMANY
HASSO PLATTNER INSTITUTE   2023 - PRESENT
- Crafted an art installation highlighting the importance of interpersonal closeness which uses machine vision to detect human affection

TARTU ÜLIKOOL - ERASMUS+   TARTU, ESTONIA
- Programmed a robotic arm using Python   2024

B.Sc. IT Systems Engineering   POTSDAM, GERMANY
HASSO PLATTNER INSTITUTE   2019 - 2023
- Managing role in web app development with a team of 40 people as part of software dev course

Skills

Programming	Python, C++, C, Docker, Git, UNIX
DCCs & 3D	Houdini, Cinema 4D, Redshift, Octane
Post Editing	Nuke, After Effects, Photoshop
AI	AI Diffusion models, Video & Voice deepfakes
Networking	Proxmox, Home Assistant
Processes	Scrum, Kanban

Languages

German	● ● ● ● ●
English	● ● ● ● ●
French	● ● ● ○ ○
Spanish	● ● ● ○ ○
Norwegian	● ○ ○ ○ ○

Interests

Music	• Guitar (Teaching): Played for 12 years, taught for 2 years at a music school • Piano: Played for 9 years
Sport	• Capoeria Gerais • Standard, Swing and Latin dance
Digital Privacy	• Operating a Snowflake proxy on my server to help circumvent censorship • Self-host file and photo backup solution for friends and family
Other	• Travelling: Spent 2 years total in France, Spain, China and other countries thanks to exchange programs • Language Learning: Taught myself Norwegian, Chinese and the cyrillic alphabet • Two top 1% finishes among the biggest 3D CGI Challenges to date