Marvin Jérôme Stephan

3D TECHNICAL ARTIST & PROGRAMMER

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Experience and Research

Freelance Creative Engineer

Various
2016 - Present

Freelancing

- Trained a custom AI diffusion model on an architecture dataset from Harvard University
- Animated music videos and 3D animations for bands and game studios
- CAD modeling & 3D printing of custom organ (the instrument) parts
- Created a small DJ-focused SAAS helping to connect with their crowd
- Developed multiple Python Cinema4D plugins used by thousands of users

NEEEU Spaces GmbH

Berlin, Germany
2025 - Present

Creative Engineer

- Sole developer for a VR therapy environment using Unity for the Meta Quest, focusing on patient experience and coherence with external ultrasonic sensors and an exoskeleton
- Created avatar designs & interaction systems - “thinking VFX particles” - for a collaborative, immersive VR museum experience
- Primary developer on a networked co-op Unity game (Android/iOS), implementing core gameplay and accessibility features for visually impaired users

Beyond Mirror Therapy

Potsdam, Germany
2025 - 2026

Master's Thesis

- Built a stroke rehabilitation VR prototype using Unity for the Meta Quest with personalized grasp amplification via full body tracking
- Proved higher objective performance, perceived competence and motivation in an 11-participant study

Aixsponza GmbH

Munich, (Remote)
2023 - 2024

Working Student, Technical Artist

- 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

Potsdam, Germany
2022 - 2023

Undergraduate Researcher

- 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

Potsdam, Germany
2022

Bachelor Thesis

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

Human Computer Interaction Research Group, Hasso Plattner Institute

Potsdam, Germany
2019 - 2020

Undergraduate Researcher

- 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

Education

M.Sc. Computer Science

Potsdam, Germany
2023 - 2026

Hasso Plattner Institute

- Crafted an art installation highlighting the importance of interpersonal closeness which uses machine vision to detect human affection
- Researched security vulnerabilities in Apple's Private Cloud Compute

Tartu Ülikool - Erasmus+

Tartu, Estonia
2024

- Built and programmed a motion-sensing glove to drive a robotic car based on gestures
- Trained a neural network to solve Rubik's cubes

B.Sc. IT Systems Engineering

Potsdam, Germany
2019 - 2023

Hasso Plattner Institute

- Managing role in web app development with a team of 40 people as part of software dev course

Skills

Programming	Unity, Python, C++, C#, 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

Languages

German	Native
English	C2
French	B2
Spanish	B2
Estonian	A1

Publications

Yannik Dittmar, Marvin Jerome Stephan, Thomas Völkl, Matthias Hollick, and Jiska Classen. 2026. Unlocking Apple's Private Cloud Compute: An Analysis of Privacy-Preserving Artificial Intelligence. WiSec '26. ACM, New York, NY, USA, 11 pages. https://doi.org/10.1145/3765613.3811691

Interests

Music	• Guitar (Teaching): Played for 12 years, taught for 2 years at a music school • Producing & DJing
Sports	• Taekwondo • Standard, Swing and Latin dance
Digital Privacy	• Operating a Snowflake proxy on my server to help circumvent internet censorship • Self-host file and photo backup solution for friends and family
Other	• Travelling: Over 2 years in France, Spain, China and other countries thanks to exchange programs • Two top 1% finishes among the biggest 3D CGI Challenges to date