Marvin Jérôme Stephan

3D TECHNICAL ARTIST & PROGRAMMER

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Experience and Research

Freelance 3D Artist

FREELANCING

VARIOUS
2016 - PRESENT

- 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 thousands of users

NEEEU Spaces GmbH

CREATIVE ENGINEER

BERLIN, GERMANY
2025 - PRESENT

- Primary developer on a networked co-op Unity game (Android/iOS), implementing core gameplay and accessibility features for visually impaired users
- Primary developer for a Virtual Reality therapy app using Unity on the Meta Quest, focusing on full body tracking for stroke rehabilitation

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

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

Hasso Plattner Institute   2023 - Present
- 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
- Built and programmed a motion-sensing glove to drive a robotic car based on gestures,   2024
using Python

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

Languages

Programming	Python, C++, C#, Unity, Git, UNIX		**German**	Native
DCCs & 3D	Houdini, Cinema 4D, Redshift, Octane		**English**	C2
Post Editing	Nuke, After Effects, Photoshop		**French**	B2
AI	AI Diffusion models, Video & Voice deepfakes		**Spanish**	B2
Networking	Proxmox, Home Assistant		**Estonian**	A1

Interests

Music
- Guitar (Teaching): Played for 12 years, taught for 2 years at a music school
- Piano: Played for 9 years

Sport
- 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: 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
- Classic cars: founder of the automobile club at my university
- Two top 1% finishes among the biggest 3D CGI Challenges to date