

M. Jérôme Stephan

3D TECHNICAL ARTIST & PROGRAMMER

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Experience and Research

Freelance 3D Artist

FREELANCING

VARIOUS

2016 - PRESENT

- Created stills and animations for diverse clients
- Developed 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

Artificial Intelligence Research Group, Hasso Plattner Institute

UNDERGRADUATE RESEARCHER

POTSDAM, GERMANY

2022 - PRESENT

- 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. IT Systems Engineering

HASSO PLATTNER INSTITUTE

POTSDAM, GERMANY

2023 - PRESENT

B.Sc. IT Systems Engineering

HASSO PLATTNER INSTITUTE

POTSDAM, GERMANY

2019 - 2023

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

Skills

DCCs & 3D	Houdini, Cinema 4D, Substance Painter
Render Engines	Redshift, Octane
Post Editing	Nuke, After Effects, Photoshop
Programming	Python, C++, C, Jamstack, Docker, Git, UNIX
AI Models	StabilityAI & Disco Diffusion, GPT-3
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**
 - Capoeira Gerais
 - Standard, Swing and Latin dance
- Other**
 - Travelling: Spent 2 years total in France, Spain, China and other countries thanks to exchange programs
 - Two top 1% finishes among the biggest 3D CGI Challenges to date