

Marton Telessy

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Profile

Visual artist working across real-time show visuals, immersive spaces and 3D motion design. Experienced in building and operating live shows in Resolume and in producing content in Houdini, TouchDesigner and After Effects. Interested in applying the same skill set to further fields such as architectural previsualisation and broadcast motion graphics.

Work experience

Intern – Motion Design & Immersive Media | media apparat | 01/2026 - 07/2026 | Vienna, Austria

Six-month internship on exhibition, live-show and client projects.

Immersive Concerts, Vienna: Produced the show content for a classical music concert series in an immersive room (360° projection on every surface except the ceiling) in a small team over a short time period. Responsible for building the Resolume Arena composition: preparing clips and parametrising real-time Resolume Wire shaders so the show could be performed live. Afterwards operated the visual show alone twice a week for a month.

Frankfurt City of Wow (exhibition): Designed an immersive holofan room on the history of techno. Created Houdini particle effects for selected shots of the exhibition's case video.

Client projects for Lufthansa, Raiffeisen and Zyn: Bumpers, motion design, 3D work and editing, including stage visuals for two songs of a Lufthansa employee event and format adaptations of a Zyn spot.

Galderma: Edited and prepared several hours of presentation and panel-talk recordings (multicam).

Expo visualisation: Created the rock assets that carry the exhibits and UV-mapped most of the 3D models in the scene.

Freelance VJ / Projection Mapping | 11/2025 - Current | Vienna, Austria

ELEMNT, Arena Wien (Kleine Halle) (10/2026): Projection mapping onto a faceted stage set, performed live.

Psytrance Universe, Flex Vienna (08/2026): Live visuals for the club night.

Fuelized, Lucia (11/2025): Projection mapping of a suspended cube as the visual centrepiece of the event.

Visual Artist, VJ & Poster Design | Event-Collective Fuelized | 11/2024 - 01/2026 | Vienna, Austria

Event posters designed from scratch (3D-rendered backgrounds, Photoshop, Illustrator), visual loops and live VJ sets in Resolume Arena.

Education

Bachelor of Arts in Visual Effects and Animation | University of Hertfordshire | 03/2022 - 05/2025 | Hertfordshire, United Kingdom

Skills

AI & Tooling | Advanced use of AI tools and coding agents | Setting up coding environments | Connecting AI agents to creative software (Resolume, TouchDesigner, After Effects) | Workflow automation

3D & FX | SideFX Houdini (particles, simulation, Redshift) | Basic Autodesk Maya skills | Asset creation and UV unwrapping

Real-time & Live | Resolume Arena | Resolume Wire | Derivative TouchDesigner | Projection mapping | Live show operation

Adobe Suite | After Effects | Premiere Pro (incl. multicam editing) | Photoshop | Illustrator | Acrobat Pro

Soft Skills | Team player | Reliable with deadlines | Works independently

Languages

Hungarian (native) | German, English and Luxembourgish (fluent) | French (intermediate)

Portfolio: https://ivoryvfx.artstation.com/