Máté BREDÁN

mediaDesigner / theaterTechnician

Location. Budapest, Hungary

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💼 WORK EXPERIENCE

● **Light and visualDesigner of Performances** / 2012 -

Freelancer - Dozens of lightdesigns and projection visuals for performances in Hungary and abroad.

● **Sound and isntallationDesigner** / 2017 -

Independent theater - Foleys, atmos and music for performances and interactive audiovisual installations for music festivals.

● **Local lightTechnician and soundEngineer** / 2014 - 2017

Hátsó Kapu, Jurányi Ház, Aurora - Cooperation with guest performers of independent companies, bands. Fascinating years with close contact with a different piece of art everyday.

● **Direct Sales Promoter** / 2012 - 2014

LG Electronics / Media Markt - Representation of the brand and informing consumers in an electronics shop in the biggest of malls of Budapest. Beneficial experience of making contact with strangers and sharing knowledge on technical details.

🎓 EDUCATION

● **mediaDesign (BA)** / 2018-

Moholy-Nagy University of Art and Design - With its interdisciplinary approach MOME brings design and art together across different fields of education and research. My years at MOME are really inspiring and I explore new approaches and technologies.

● **theaterTechnician** / 2012 - 2014

University of Theater and Film Arts - I became an officially qualified operator of stage equipments, audio and lights. Thanks to this course, I can confidently design, prepare and lead installation of complex systems.

● **Physics (BA)** / 2012 - 2013

Univerity of Technology Budapest - I attended one semester after graudating from grammar school, because I have an eager interest in learning and understanding the principles of nature.

Engish C1 - Advanced
ECL 2011 - Used countinously

Driving licence
Experienced driver of cars and vans and of 500km+ trips

Official Freelancer
Legal contractor of technical design and operation for art
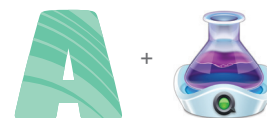

Softwares used professionally

Several programmed sound designs
Foley and music for performances

Adobe Suite softwares
for creating multimedia content

Resolume and Qlab
for video mapping

I started to write C++ code in 2012, but since 2017 I concentrate on Java and ffmpeg.

- cross-platform and cross-softwarer-
- experimental video installations -
- with webcamera and Xbox Kinect -

Equipments used professionally

- DMX and ArtNET systems -
- light consoles -
- (concert-scale) audiomixers -
- projector-mapping systems -

Please, refer to my portfolio for detailed examples.