

MARC PALMHØJ

My name is Marc, and I'm a Copenhagen-based motion and 3D designer specializing in narrative design and design systems. I also work with 2D motion, web and doing graphic design to fully realize my ideas.

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EDUCATION

Sep 2022 - June 2025

Bachelor of Interactive Design DMJX Copenhagen

Studying Interactive Design at DMJX in Copenhagen gave me a cohesive conceptual understanding of visual language and design principles. I gained a versatile skillset, focusing on motion graphics, storytelling, graphic design, AR/VR design, rebranding, and data & system visualization.

Jan 2024 - June 2024

Interactive Media Design KABK, The Hague

Doing an exchange semester at the Royal Academy of Art helped me develop an independent artistic mindset and taught me how to translate conceptual ideas into tangible concepts. During this semester, I explored topics like spatial design and emerging realities, broadening my idea of what art in design can do.

EXPERIENCE

Oct 2024 - March 2025

Junior 3D Designer MNFST. Studio

I did my internship as a 3D designer at the London-based studio MNFST, where I created visual concepts and design systems in Houdini visual exploration to delivering final projects. This taught me how to meet deadlines and handle client projects in a small team. Being part of a small team, I was involved in the entire process, from interpreting briefs and delivering projects.

Juli 2025 - Present

3D Motion Designer Freelance

Since graduating, I have been working on a variety of freelance projects, exploring 3D techniques, color grading, AI and motion-styles and formats. This has strengthened my skills in project management, delivery, and meeting deadlines while maintaining creative quality across diverse assignments.

TOOLS

(ranked by proficiency)

Houdini	Figma
Redshift	Adobe Suite
Cinema4D	DaVinci Resolve
After Effects	ComfyUI