

# MARC PALMHØJ

## CONTACT

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# DESIGNER/ ARTIST



## ABOUT

My name is Marc, and I'm a Copenhagen-based 3D artist. I use speculative design to create meaningful, engaging narratives and striking visuals. My workflow spans Houdini, Redshift, TouchDesigner, the Adobe Suite, and Stable Diffusion. The results are often inspired by a futuristic lens, inviting us to explore new realms, reimagine reality, and play with how we frame beauty.

## EXPERIENCE

**MNFST. Studio** Oct 2024 - March 2025  
*3D designer (intern)*  
I did my internship as a 3D designer at the London-based studio MNFST, where I created visual concepts and design systems in Houdini. 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 visual exploration to delivering final projects.

## EDUCATION

**DMJX, CPH** Sep 2022 - Juni 2025  
*Bachelor of Interactive Design*  
Studying Interactive Design at DMJX in Copenhagen gave me a strong 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 visualization.

**KABK, The Hague** Jan 2024 - Juni 2024  
*Exchange semester*  
An exchange semester at the Royal Academy of Art, The Hague, in the Interactive Media Design department 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 design.

TOOLS		
<i>(ranked by proficiency)</i>		
Houdini	Blender	
Redshift	Touchdesigner	
Cinema4D	DaVinci Resolve	
After Effects	Nuke	