

# 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*

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 what 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