Dávid Maruscsák

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Media Designer — Interaction Designer — PhD Candidate in AR and GenAI

WORK EXPERIENCE

2023.1 - 2023.3
Paris, France
Contractual Research Engineer
Centre de la recherche nationale (CNRS), Laboratoire Interdisciplinaire des Sciences du Numérique (LISN), VENISE team

2021.1 - 2021.5
Hong Kong SAR
Intern
LabXR (Immersive XR and Virtual Reality Solutions)

2020.8 - 2021.5
Hong Kong SAR
Research Assistant
City University of Hong Kong, School of Creative Media, AR-Lab

since 2016
Freelance Media Artist
Taking commissions in 3D mapping, 3D motion graphics, and interactive installations

EDUCATION

2025.5 - 2025.7
Tokyo, Japan
Visiting Researcher *The University of Tokyo*
PhD visiting researcher under JST ASPIRE program
Supervisor: Prof. Takeo IGARASHI

2023.10 - 2026.10
Paris, France
Ph.D. in Computer Science *Université Paris-Saclay*
PEPR eNSEMBLE Ph.D. program
Supervisor: Prof. Christian SANDOR

2022.9 - 2023.9
Paris, France
M.Sc. in HCI *Université Paris-Saclay*
Advanced to PhD after M1, with approval to skip M2

2016.9 - 2020.6
Budapest, Hungary
BA in Media Design *Moholy-Nagy University of Art and Design*
3-month exchange at Shool of Creative Meda, CityU Hong Kong

TEACHING EXPERIENCE

2024
Paris, France
Teaching Assistant for
— Programming of Interactive Systems
Course offered for Master's students in the Human-Computer Interaction degree at Université Paris-Saclay

2021
Hong Kong
Teaching Assistant for
— Augmented Reality II
Course offered for both Bachelor and Master's students at the School of Creative Media, City University of Hong Kong

SELECTED WORK

2024
Denver, USA
Phases
— Presentation at Real-Time Live! ACM SIGGRAPH
Project presented as a collaborative work between Université Paris-Saclay, Notch, Canon Japan, and Brett Bolton

2023
Sydney, Australia
PerfectFit
— XR Demo at ACM SIGGRAPH Asia
This work has received the Best XR Demo Award (Audience Choice)

2023
Sydney, Australia
MiniGI
— XR Demo at ACM SIGGRAPH Asia

2021
Dynamical Systems
— Online Interactive Installation at the xCoAx Conference

SOFTWARE

AI Workflows & Models

AI Application / Engine
ComfyUI

Video Models
LTX Video
Runway
HunyuanVideo
StreamDiffusion

Depth & 3D Reconstruction
NeRFs
Gaussian Splatting
4D Humans
DepthAnything

Real-Time Graphics & Interaction

Notch
— advanced
TouchDesigner
Unity
Unreal Engine

3D Modeling & Rendering

Cinema4D
— advanced
Octane Renderer
Blender
Style3D

Image & Video Editing

After Effects
— advanced
Premiere Pro
Illustrator
— advanced
Photoshop

LANGUAGES

Language	Level
English	*C1*
Hungarian	*native*
Slovak	*B2*
French	*A1*