Bence Németh



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Software



ArchiCAD

3DS Max - V-Ray

Photoshop

Sketchup

MS Office

Illustrator

Rhino

Interests

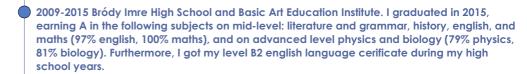


Architecture, design, engineering projects. I enjoy creating visual design plans, and I actively develop my skills. Otherwise, I like reading about psychology and philosophy. In my free time I like to go swimming, play the guitar, or make drawings for relaxation.



Education

2003-2009 Eötvös Loránd elementary school



- After graduation, I have begun my education at the Budapest University of Technology and Economics in 2015, on the faculty of architecture.
- In 2017 I have completed a course on visual design "V-Ray for architects" at Lumen, based on Autodesk 3DS Max and V-Ray softwares, of which I have recieved a certificate.
- In 2019 I have graduated from Budapest University of Technology and Economics with a diploma on architecture.



Experiences

- Assistant Art Director on The Lawyer, based on a series of novels, where I got my first big studio set, the monastery, from the first general design plan to striking, gained a lot of experience working with construction in close cooperation, and also helped out with the other sets in the studio when needed.
- Assistant Art Director on the movie titled Lee, the story of the famous photographer Lee Miller, and her war-time experiences. I was trusted with a variety of location sets, aiding the Art Director overall responsible for the locations, and also helped with the studio sets when needed.
- The Continental was my first experience as an Assistant Art Director. During 9 months I had gained a lot of insight, regarding especially the design process and the working relationship with construction and set decoration. Three studio sets, and a lot of locations work was my contribution.
- My work on Jack Ryan Season 3 consisted of a number of studio sets where I was involved in the design process, and I was also trusted with the design of a set in a reasonably independent degree, which proved to be a new and meaningful experience.
- My work on Mrs. Harris goes to Paris involved a number of Budapest location, and the drafting and designing of the surveys and set pieces to be accomodated, and a few studio sets as well.
- Draughtsman in a Sony Productions movie titled
 The Nightingale, where I was involved with the design of the details of the main set,
 and also have made site plans and surveys.
- Set designer in a Netflix series titled as Shadow & Bone from July 2019 to January 2020, where I have designed a number of sets with all the necessary technical documentation of engineering specifications, and was actively involved with their realization.
- In 2019 I have created visual design plans for a family house, as well as a "construction permit" drawing pack for a timber house.
- From august to november in 2018 I have fulfilled my internship required by the university at MG Építész architecture office, during which I surveyed a couple of buildings, including the West Railway Station in Budapest, and made drawings for a variety of buildings in other projects.
- In 2018 I have compiled the "simple notification" and "final design and working drawing plans" packs for a family house, which is my first real experience in the profession.



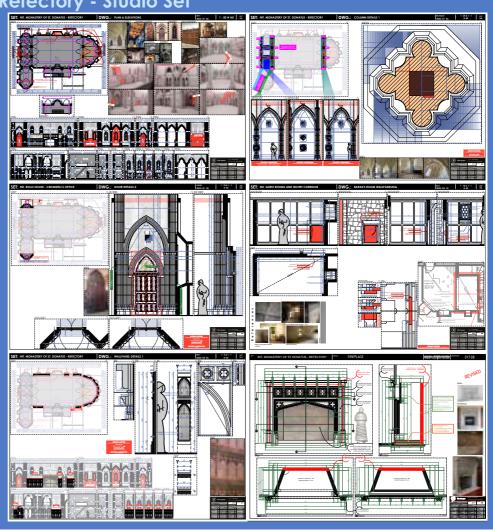
Language

Native hungarion.

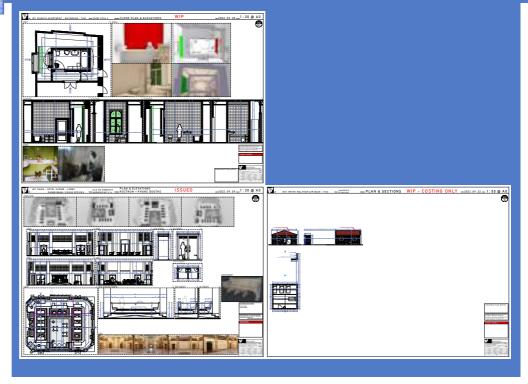
Although I only have a level B2 cerificate, I can hold a conversation with ease.



Refectory - Studio Set



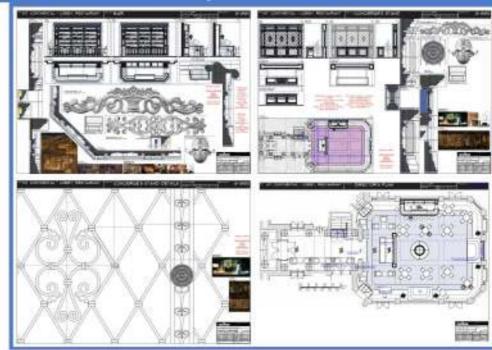




Assistant Art Director THE CONTINENTAL



Hotel Continental Lobby - Location Set





Dojo





Patricia's Apartment



Set Designer Netflix series

My first job in filmmaking was during the production of a series titled Shadow & Bone, where I have designed several sets and fulfilled a number of related tasks, such as organizational planning, keeping contact and consulting with the contractors and the other departments, and attending to many office related tasks, during these my english knowledge proved to be indipensable, and have improved by a large margin. I have learned so very much here, including constructing, planning and executing ideas, and the constant flow of challanges regularly introduced me to new and exciting experiences. I have had the luck of working in a fantastic team, and capitalizing on my education I'm imagining my future in this profession.



Organizational plans





Tent camp





Kiscelli museum





Cave set



Draughtsman The Sony Productions Nightingale

The story of The Nightingale takes place in France during the Second World War. It's most imprortant locale is the home of the two protagonists, hence the character and style of the house, to the tiniest details, acts as if telling its own story, thus creating an environment and atmosphere worthy of the many instances where the story of the movie develops further. The house is built on location and at the studio as well, so both the authentic details and the technical solutions were exciting to learn and to design, and proved to be valuable experiences.

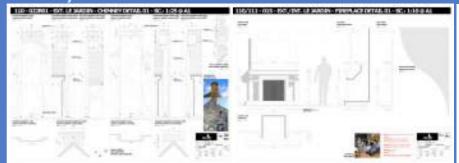


House Details



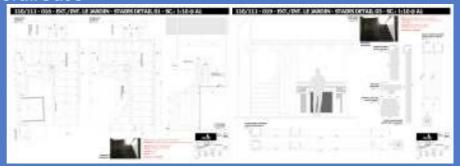


Chimney





Staircase





Windows & Doors





Pub redress



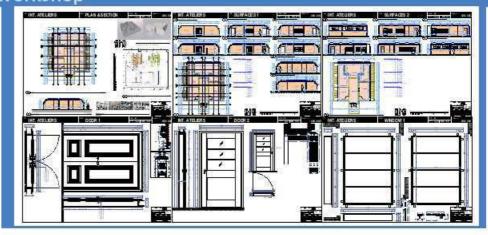


Albert Bridge





Workshop



Set Designer Jack Ryan Season 3

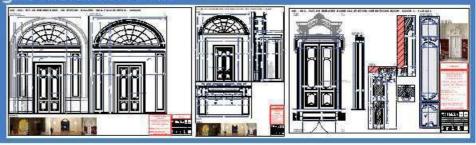


Studio Sets





Agricultural Museum



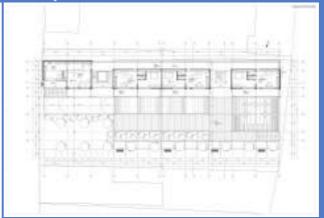
Diploma project Guesthouse - Ráckeve



My diploma project is a guesthouse-restaurant complex on the banks of the Danube in Ráckeve. The city itself is rich in cultural heritage sights, and the closeness of nature and a variety of cousine available makes this location ideal. The spatial characteristics of the building are shaped by a reinforced concrete beam grid, which is the basis of the house both conceptually and structurally. The sizes of the grids follow the proportions of the site. The projects is about the transitional spaces, by walking through the house it presents a variety of spatial compositions. On the southern side of the site, there is a pathway, which functions as free space, connecting the bank to the city centre, strenghtening the link between them.

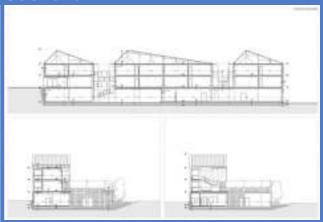


Floor plan





Sections





Visualization





Visualization



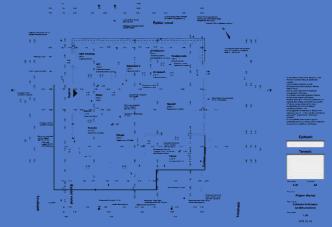
Family house Nagykovácsi



Private project, two-person teamwork, co-working with a practicing architect. Took part in several meetings with the contractors. The architectural and engineering details were thought out and drawn by ourselves, with regular liaise with the architect. "Simple notification" and "final design and working drawing plans" packs were compiled.



Floor plan



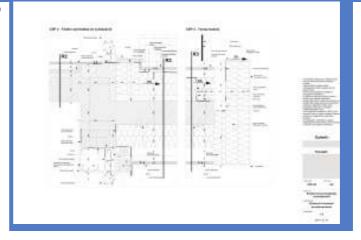


Section





Details





Visualization



Visual plans Family house



Private work, visual plans made of a house under construction for marketing purposes. The measurements of the house were given, the surroundings and interior are my own works. The pictures were made using 3DS Max with V-Ray render-software, and Photoshop for post-production.

School projects



Visualization



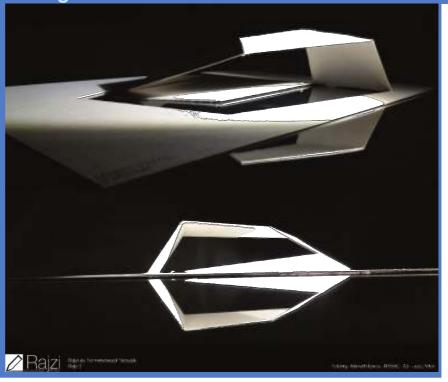


Facade graphics





Folding

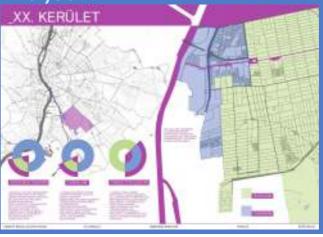


School project City planning

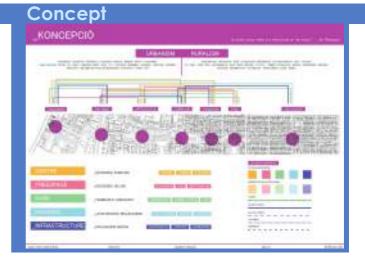


The rehabilitation of district XX, Pesterzsébet. The semeter was about creating a plan for the future, by analysing the current state of the main street. This project identifies certain focal points by a variety of aspects, giving an interpretation of the present, and using that as foundation provides a plan for the future.

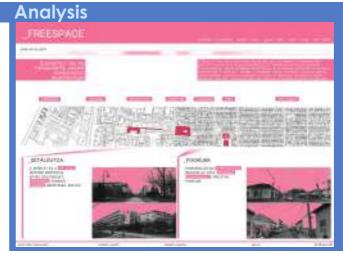




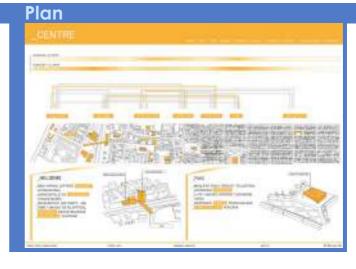






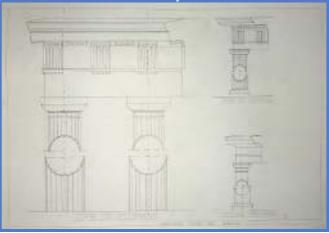












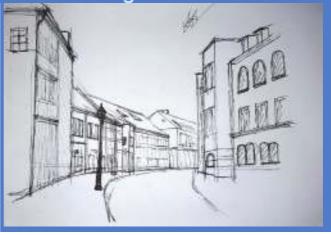


Space construction





Street drawing





Tower

