

# LÁSZLÓ MACZÓ

## CURRICULUM VITAE



### PERSONAL DATA

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Date of birth: 4 February 1980.  
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### PROFESSIONAL EXPERIENCES

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**2017** “Boszorkányház” - feature movie  
assistant editor, DIT

**2017** “A Promise Kept” - feature movie  
previs (3D storyboard) artist

**2016** “Kingsglaive: Final Fantasy XV” - feature animation  
previs (3D storyboard) artist

**2016** “Besúgók” - short  
story developer, camera assistant, boom operator

**2015** “Férfiak Egymás Közt” - short  
story developer, making-of cinematographer and editor

**2015** “Nem játék” - short  
story developer, lighting technician, sfx assistant

**2014 -** **Prewizards Studio**  
founder, previs supervisor, pipeline developer

**2013 - 2015** **Digic Pictures**  
3D environment layout artist in game cinematics

**2011 - 2013** **Bose Collins Ltd.**  
3D generalist (modelling, texturing, lighting & rendering, effects, camera animation) in commercials

**2009 - 2010** **Slitscanimages**  
compositor in feature animation

**2008 - 2009** “Thelomeris” - feature sci-fi  
3D generalist (modelling, texturing, lighting & rendering, effects), compositor, matchmove TD, roto TD in feature sci-fi movie

### EDUCATION

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**2016** **Budapest Film Academy**  
directing masterclass

**2011** **Fade In Script Consulting**  
screenwriting masterclass

**1999 – 2005** **Gábor Dénes College**  
IT manager

### OTHER COMPETENCES

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- 3D (maya, max)
- CG pipeline tool developing (python, PyQt, PySide, Mel)
- 2D (Nuke, Fusion, Photoshop, Illustrator)
- Editing (Avid, Premier)
- driver's licence: category of B
- hobbies: photographing, film making, screenwriting