



3D ARTIST

BENCE L. RACZ

Work Experience

Founder, 3D Technical Artist (Freelance)

3PO 3D (Print / Art / Cast) | Szeged, Hungary November 2023 – Present

As the founder of my freelance business, I manage all three pillars of the 3PO brand:

ART

Providing freelance 3D generalist services (Cinema 4D, Blender, Adobe Suite) for agencies and brands.

CAST

Leading a 2-year R&D project to develop a semi-automated system for generating patient-specific, 3D printed orthopedic casts from 3D scans. This project solves critical limitations of traditional casts (e.g., lack of ventilation, hygiene, and monitoring).

PRINT

Operating a 3D printing service for custom prototypes and selling physical 3D printed goods online.

Education

BSc in Chemistry

University of Szeged (SZTE TTIK)

2016 - 2021

Junior Java & Web Developer

Flow Academy

2020

Technical Skills

3D & Design

Cinema 4D, Blender, 3D Printing (FDM/SLA), OrcaSlicer, Shapr3D, AutoCAD, UI/UX Design

Programming

C#, JavaScript, TypeScript, Java, Python, SQL, HTML, CSS

Web & Tools

Next.js, Angular, Vue.js, Git, GitHub, Agile Methodologies, Clean Code

A multi-disciplinary freelance 3D artist and developer with a unique background in chemistry and technology. I am shifting my focus to become a Technical 3D Artist/Designer, combining my creative skills in Cinema 4D and Blender with a strong foundation in programming (C#, Java, Python).

I thrive on solving complex technical and creative problems, from developing automated 3D printing systems to creating high-quality CG for advertising.

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