

# Aurel Somlyody

Industrial Designer · Art Director · Concept Artist

## PROFESSIONAL EXPERIENCE

Sony Pictures Entertainment

### The Nightingale – Assistant Art Director

February 2026 – June 2026, Set Dec.

Apple TV

### Wild Things – Assistant Art Director

October 2025 – February 2026, Set Dec.

- Oversaw the end-to-end project lifecycle of interior set decoration pieces, successfully managing progress from initial concept through to final production.
- Coordinated B2B vendor relations and internal team logistics, optimizing resource allocation and project execution.

Legendary Entertainment

### Dune: Part Three – Assistant Art Director

April 2025 – October 2025, Set Dec.

- Created high-fidelity concepts for the third installment's set decoration.
- Produced production-ready drafts and managed the complete manufacturing process for various pieces.

Lions Gate Entertainment

### Now You See Me 3 – Assistant Art Director

May 2024 – October 2024, Set Dec.

- Oversaw the complete design of the Ames Room set decoration.
- Managed technical drawings, set-dressing schedules, and vendor coordination on a major studio sequel.
- Produced detailed CAD drafting packages; oversaw on-set implementation of all approved designs.

Legendary Entertainment

### Dune: The Prophecy – Concept Artist

Aug. 2023 – Aug. 2023, Props

- Created high-fidelity prop concept artwork maintaining visual continuity with the Dune franchise.

The Walt Disney Company

### Alien: Romulus – Assistant Art Director

November 2022 – June 2023, Set Dec.

- Developed set decoration concepts from creative brief through to final build alongside senior art directors.
- Delivered technical drawings and 3D visualisations for large-scale sci-fi environments.

## CERTIFICATIONS

- [Generative AI Leader](#)
- [Google AI Professional Certificate](#)
- [Google UX Design Professional Certificate \(7/7\)](#)
- [Google Project Management Professional Certificate \(6/6\)](#)
- [Certified SOLIDWORKS Associate in Mechanical Design](#)
- [Autodesk Certified Professional: AutoCAD for Design and Drafting Exam Prep](#)

## PARTICIPATION IN TENDERS

- Neptun Wasserpreis 2017
- Braun Prize 2018
- Essence 2018 – Angewandte
- Angewandte Festival 2019
- Angewandte Festival 2021

## CORE SKILLS

- Industrial Design
- Art Direction (Film & TV)
- Concept Art & Visualisation
- Parametric CAD Modelling
- Drafting
- UX / Digital Product Design
- Graphic & Brand Design
- Front-End Web Development
- Photography
- Laser Cutting
- 3D Printing (FDM · SLA · mSLA)
- Soldering
- MIG / CO Welding

## LANGUAGES & PERKS

- English – Fluent (C1 Certified)
- German – Active Professional Use
- Hungarian – Native Speaker
- Driving License: Category B (7+ Years)



**Born:**  
1996.10.31.

**Location:**  
Budapest / Vienna

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## SOFTWARE SKILLS

- Ableton Live (v11)
- Adobe After Effects (2024)
- Adobe Acrobat (2024)
- Adobe Illustrator (2024)
- Adobe InDesign (2024)
- Adobe Lightroom Classic
- Adobe Photoshop (2024)
- Adobe XD (2024)
- Ansys Discovery (2024)
- Autodesk Alias AutoStudio (2026)
- Autodesk AutoCAD (2024)
- Autodesk Fusion 360
- Autodesk Maya (2019)
- AWS S3, Cloudflare
- Blender (v4)
- Chaos Group V-Ray (v6)
- Chaos Group Corona (v9)
- Dassault Systèmes CATIA V5 (6R-2020)
- Dassault Systèmes SolidWorks (2024)
- Figma
- Front-End Web Development: HTML, CSS, JavaScript, jQuery, Next.js, Git
- 3D SYSTEMS Geomagic Design X (2024.x)
- Google Analytics (Tag Manager, SEO optimization)
- HDR Light Studio (v8)
- Luxion Keyshot (v11)
- Lightburn
- Materialise Magics (v24)
- MAXON Cinema 4D (R26)
- McNeel Rhino 8 + Grasshopper
- Microsoft Office
- nTopology (v4.x)
- OTOY Octane
- Plasticity (v26.x)
- Siemens Solid Edge (2024)
- Siemens NX (NX 2312)
- SketchUp Pro (v2023)
- Virtual Rig Studio (v2.x)

## Legendary Entertainment

### Dune: Part Two – Draftsman

June 2022 – October 2022, Set Dec.

- Produced set decoration drawings for large-scale sets on Denis Villeneuve's feature such as the War Room Table and Fremen Shelters.

## ARTWORK Werbe-GmbH

### Graphic/Product Designer

October 2020 – October 2021, Vienna, Austria

- Executed a highly multifaceted role spanning user experience (UX) design, graphic design, and professional publishing to deliver diverse creative assets.
- Utilized computer-aided drafting (CAD) to produce precise technical drawings and visual layouts.

## Pivot270 – Interior – Exhibition – Industrial Design

### Junior Designer

January 2019 – October 2020, Budapest

- Delivered end-to-end digital visualizations, specializing in architectural visualization (Archviz), interior design, and professional photography.
- Adapted quickly to a fast-paced B2B operations environment, gaining critical experience in corporate workflows and client relations.

## Decolux Kft.

### Design Intern

January 2018 – January 2019, Budapest

- Advanced technical knowledge in both traditional and modern manufacturing/production methodologies.

## Divider Design

### Product Designer (self-brand)

January 2018 – Present

## EDUCATION

- University of Applied Arts Vienna

### Master of Arts – Master of Industrial Design

(2016 – 2021, prof. Paolo Piva & prof. Stefan Diez)

## PORTFOLIO

- [www.dividerdesign.com](http://www.dividerdesign.com)
- [www.dividerfilm.com](http://www.dividerfilm.com)

*Design portfolio*

*Film portfolio*