Matyas Fazakas

AI Creative Producer

Târgu Mureș, Romania. US citizen, remote on US or European hours. Full-time or contract.

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Profile

I direct commercials and brand films made with generative image, video and voice models, end to end: concept, look, frames, motion, sound, edit and grade. I also build the production workflows behind them, so a team can run them again. Since 2025 I have delivered AI video for real estate agencies, a New York brand consultancy and clients of my own studio, Studio Vandor. My background is 3D, archviz and Unreal Engine 5, so I plan AI work like a shoot, pick the model shot by shot, and write every workflow up as a reusable playbook.

Selected work

All films at matyasfazakas.com.

- **Saint Laurent, Snow Edition (2026).** Black and white fashion film built around one character. Look locked in a visual vibe document before generation; grain, camera shake and speed ramps added in the finish.
- **Edgeworth, Related Ross (2026).** Launch film for a luxury residential development in West Palm Beach, made with Noë & Associates, New York. Live as the hero film on edgeworthwpb.com.
- **Hibiki, Two Strangers (2026).** Wordless whisky film in a washi screen jazz bar: two strangers at opposite ends of the counter, one look at a time. Every shot designed as a still first, then animated in Seedance 2.5.
- **OpenArt, The Receipt (2026).** Vertical paid social ad for the OpenArt AI creation platform: an invented $9 lip balm launched like a blockbuster, with the ad's production cost counting up on screen. One Seedance 2.5 generation from 9 locked references, with the price graphics built in code in Remotion.
- **NGONI, Three Coasts (2026).** Brand film for an invented expedition charter brand: one 58 metre sailing yacht kept consistent across Thailand and Namibia. The project where my current pipeline was built.
- **Manshausen, and a hotel series (2026).** Three hotel films (Norway, Thailand, New York) on the NGONI pipeline. Manshausen was made under a 5 generations a day cap with Seedance 2.5 multishot.

Experience

AI Commercial Director, Studio Vandor | Remote | Jan 2026 to now

- Produced AI imagery and film for Noë & Associates, a New York luxury brand consultancy; the Edgeworth launch film runs as the hero video on the developer's site.
- Built a repeatable production pipeline for Nano Banana Pro, Kling and Seedance: identity sheets, continuity masters, shots stored as data, scripted prompts, self-contained run folders and a review picker. Written up as reusable playbooks and reused across four travel and hotel films.
- Produced work across fashion, fragrance, beauty, travel and hospitality, from 9:16 paid social to 75 second brand films with cutdowns. Member of the Dreamina Creative Partner Program.

Co-founder, Artsimedia | May 2025 to Jan 2026

- Produced vertical and horizontal property tours of houses and apartments for real estate agencies, all AI footage generated from real locations.
- Built a highly automated pipeline that turned out 10 property videos a day, each for a different property.
- Delivered 50 tours of 50 properties for one agency, published across TikTok, Instagram and YouTube; worked with several agency clients in total.

Freelance 3D Artist | Before May 2025

- Created architectural visualisation stills and animations.
- Produced 3D animations in Unreal Engine 5 using motion capture.

Tools

Image: Nano Banana Pro, GPT Image, Midjourney, Flux. **Video:** Kling 3.0 and Omni, Seedance 2.5, Wan 3.0, Veo, Sora, Runway, Happy Horse, Dreamina, via Higgsfield. **Sound:** ElevenLabs voice and sound effects, Epidemic Sound. **Finish:** DaVinci Resolve Studio, Topaz, Photoshop, Remotion. **3D:** Unreal Engine 5, Blender.

Education

- **BA Game Arts and Development**, Southern New Hampshire University, 2024. Specialised in environment design for video games.
- **BSc Business and Management** (one year), METU Budapest, 2021 to 2022

Languages: English (fluent), Hungarian, Romanian