

Alex Fajt

Creative Technologist · Interactive 3D Developer · Technical Artist

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PROFILE

Creative technologist who designs and builds real-time interactive experiences for the browser. I own the full path — concept and art direction, WebGL and shader work, front-end architecture, asset pipelines, performance budgets, deployment. Recent work includes an immersive digital exhibition with four interchangeable input modes, one of them opt-in hand tracking, and a commercial 3D experience shipped on the client's own domain. I also build AI products and AI-assisted production workflows.

SELECTED INTERACTIVE WORK

01 ARTFOLIO

IMMERSIVE 3D EXHIBITION · CREATIVE DEVELOPMENT & TECHNICAL ART — FOR THE ARTIST JULIA TERNAI

Five physical artworks turned into one continuous real-time environment — with the website conceived as a sixth installation.

- **Architected a persistent WebGL canvas with a chapter director.** Two chapters stay mounted — the current one and the next, preloaded — while only one may write camera, lighting or audio. Shared instanced geometry belongs to the director, not the chapter, which killed a bug that added a full 145-object set on every scroll pass across a chapter boundary.
- **Built four interchangeable input adapters** — pointer, touch, keyboard, and opt-in MediaPipe hand tracking in a Web Worker — behind one interaction contract. Adding the fourth changed no shared code. Pinch is fingertip distance over palm size, so it works at any hand size or distance.
- **Wrote the performance instrumentation before optimizing.** A p95 probe reporting raw sample counts and validity checks caught three invalid measurements produced by the instrument itself, then measured a 15.9 ms per-frame gain from a material-path change.

React · TypeScript · Three.js · R3F · GSAP · Lenis · Web Audio · MediaPipe · Zustand · Vite

[artfolio-nine.vercel.app](#) [github.com/webandstyle/artfolio](#)

02 The Vanity Mirror Experience

COMMERCIAL INTERACTIVE EXPERIENCE · CONCEPT, DESIGN & DEVELOPMENT — FOR PALLA CINTIA

A makeup studio you navigate by reaching for objects on the vanity table: no menu, four distinct 3D worlds behind them.

- **Designed diegetic navigation with no nav bar.** Hotspots are anchored in image-relative coordinates through a computed cover-transform, so they stay locked to the objects at any aspect ratio and on any device.
- **Built the Services scene as shell-based fur** — 24 shell layers with procedural strand cells in a custom shader, where the vertex shader parts the fur tangentially around the cursor with framerate-independent spring-back. It replaced a 241 MB generated mesh whose strand geometry shredded on decimation.
- **Wrote a view-dependent glitter shader** for the Portfolio corridor — world-space hash cells, randomized micro-mirror normals, fresnel rim, fog-chunk compatible — with the camera riding a Catmull-Rom curve under scroll and drag control.

React · Three.js · R3F · GLSL · GSAP · PixiJS · Motion · Vite

[pallacintiamakeup.hu](#)

03 Web & Style

CREATIVE STUDIO WORLD · CONCEPT, ART DIRECTION & DEVELOPMENT

One continuous Matrix-inspired world — a garden that dissolves into code, and a five-act scroll-driven architectural film.

- **Injected a code-dissolve fragment chunk into every material in the scene** via `onBeforeCompile`, turning each surface into a glyph field with its silhouette intact before it erodes through a noise-thresholded discard — then warped the sky's own code shader into a drain, so the code itself spirals into the vortex.
- **Reproduced a 158 MB, 2.36-million-triangle asset entirely as a shader.** Zero payload, no licensing exposure.
- **Recovered the building's window grid from a single-mesh GLB** by extracting and clustering the window material's vertices — nine floors by eight columns — then lit the windows from inside the real openings, so the actual frames and mullions catch the light instead of a decal on the wall.

React · Three.js · R3F · GLSL · postprocessing · GSAP · Vite

[web-and-style.vercel.app](#) [github.com/webandstyle/matrix](#)

04 The Entropy Field

REAL-TIME PARTICLE STUDY · SALVAGE & OPTIMIZATION · PERSONAL R&D

5,200 points on a Fibonacci lattice, radius quantised into nine rings so the order reads as structure — then collapsed into chaos. It is also the field behind this page.

- **Salvaged the one scene worth keeping** from an abandoned 1,000-line vanilla Three.js prototype and rebuilt it as a self-contained, disposable module — preset-driven, so one build runs both the full-screen study and the lighter hero above.
- **Moved the displacement into the vertex shader.** The original rewrote 9,400 particle positions in JavaScript and re-uploaded two buffers every frame, to produce motion that is a pure function of home, target, seed and time. Those are static attributes now — per-frame CPU cost is four uniform writes, and the buffers upload once.

Three.js · GLSL via onBeforeCompile · Vite IIFE lib · gltf-transform

mind-field-ecru.vercel.app

CORE TECHNOLOGIES

Real-time & 3D

Three.js · React Three Fiber · drei · WebGL · applied GLSL — custom ShaderMaterials, onBeforeCompile chunk injection, vertex displacement, projective texture mapping · glTF/GLB · gltf-transform · Blender (headless/CLI) · geometry instancing · interactive camera systems · postprocessing

Front-end & interaction

React · TypeScript · JavaScript · Vite · GSAP + ScrollTrigger · Lenis · Motion · Zustand · HTML/CSS · responsive and touch interaction · reduced-motion fallbacks

Audio, input & creative technology

Web Audio — bus routing, analyser topology · MediaPipe hand tracking in Web Workers · PixiJS · procedural canvas textures · generative AI video and image workflows · prompt and system design · LLM application development

Delivery & tooling

Git · GitHub · Vercel · performance profiling and p95 instrumentation · asset optimization · code splitting and lazy loading · Playwright (headless visual verification) · ffmpeg

PROFESSIONAL EXPERIENCE

Creative Web Designer & Developer Web & Style — Independent Practice 2026–Present · webandstyle.com

- Design and build immersive real-time web experiences end to end: creative direction, interaction and motion systems, WebGL and GLSL, Blender-to-web asset pipelines, responsive and touch behaviour, performance, deployment.
- Deliver complete client briefs as sole practitioner — most recently a commercial 3D experience shipped on the client's own domain and an immersive exhibition for a visual artist.
- Maintain reproducible art-direction workflows: live in-browser tuning editors that let non-technical stakeholders set values directly, baked into source constants before release.

Founder & AI Engineer PUMi 2024–Present · Greece / Remote

- Built an end-to-end conversational AI SaaS: React/TypeScript front end, Python/FastAPI backend, Claude and OpenAI APIs alongside fine-tuned Qwen and Mistral models.
- Curated 3,000+ conversations to shape tone and behaviour; implemented Supabase authentication, Stripe billing, token-based freemium entitlements and Railway deployment.

Technical Support Specialist Apple — TP Greece 2024–2025 · Greece

- Resolved 400–500+ cases a month across iOS, macOS, iCloud and billing in a high-volume production environment.

Enterprise Support Engineer Microsoft — Concentrix 2023–2024 · Sofia, Bulgaria

- Supported enterprise Microsoft 365 customers across Exchange, SharePoint, OAuth authentication and PowerShell diagnostics.

Earlier 2016–2022 · Budapest

Receptionist, Hotel Collect (2019–2022) · Casting Assistant, RTL Group (2016–2018).

CONTENT CREATION

Independent Content Creator YouTube / TikTok / Instagram 2017–Present

- 106K+ combined audience — TikTok 63K+, YouTube 25K+, Instagram 18K+.
- 351K+ TikTok views and 732K YouTube impressions between January and March 2026, with a 163K peak-view day.
- 50+ brand partnerships, including Prada, Marie Claire, Glamour, La Roche-Posay and Temu.

EDUCATION, LANGUAGES & DETAILS

EDUCATION

Performing Arts (Drama & Theatre Arts)
Nemes Nagy Ágnes School of Arts ·
2009–2013

LANGUAGES

Hungarian — Native
English — Fluent (C2)
Greek — Basic

ADDITIONAL

Category B driving licence
EU citizen, available for relocation