

John F. Torbet



AI CREATIVE TECHNOLOGIST - REAL-TIME 3D & AI PIPELINES

Multimedia designer with six years across interior, architectural and graphic design, now building AI systems, real-time 3D and small games, mostly solo and end to end. Background in spatial design and technical documentation; I design how things look, then make them run: music that drives visuals, AI agents that live in a pixel-art world, and 3D walkthroughs you scrub with your scroll.



SCAN
PORTFOLIO

SELECTED WORK & APPLIED R&D

E.V.E. & The Haven

IN DAILY USE

Independent project • 2026 • Python • Claude Code • Pixel art

- Local-first AI agent system that looks like a world: each department is a building on a 16-bit island, and its agents sleep there until an event needs them.
- Wrote the ~4,500-line system spec and built the app; plain code runs first and AI is called only when real reasoning is needed.
- Hard rules the agents cannot override, including human approval for anything financial.

Overtone

LAUNCHING

Independent product • 2026 • Brand • Motion • Built on AMBR

- Canvas loops for musicians: turns an artist's cover art into a Spotify Canvas, with Apple Music motion art as an add-on.
- Product, brand identity and animated explainer; one approved style frame, then a seamless loop locked to the track's tempo.

AMBR - Audio-Reactive Visual Engine

IN DEVELOPMENT

Independent project • 2025 - present • Blender • ComfyUI • UE5

- Analyses a track (tempo, beats, sections, energy) and uses it to direct generated visuals, so changes land on the music instead of at random.
- Runs on a single consumer GPU; the same listening data drives the audio-reactive visuals on my portfolio.
- Architecture and technical documentation available under NDA.

PeeCee Critters

STEAM • 2026

Solo developer • Windows desktop game

- Design, code, pixel art, music, two trailers and every store asset for a creature-collector that lives on the taskbar.
- 107 critters across 46 evolution lines, fourteen lands and 55 crests, in an offline game of about 4 MB.



CONTACT

PORTFOLIO

johntorbet.pages.dev

LINKEDIN

[in/john-torbet-740a87220](https://in.linkedin.com/in/john-torbet-740a87220)

INSTAGRAM

[@jhn.frederik \(film\)](https://www.instagram.com/jhn.frederik)

LOCATION

Cape Town, ZA • Remote & UK

EDUCATION

Higher Diploma in Interior Design

Design Time School of Interior Design
2017 - 2019

SELECTED WORK, CONTINUED

GReLMaJ: One Last Call IN DEVELOPMENT

Independent project · 2026 · Unreal Engine 5 · C++ · Blueprints

- ❑ Game design document, concept renders and architecture (C++ core, Blueprint content layer) for a 1-5 player co-op night-out survival game.

Portfolio site LIVE

2026 · Blender · three.js · Vite · FFmpeg

- ❑ Five Blender scenes rendered to frames and scrubbed by scroll, with live video and HTML tracked onto surfaces inside the renders, an audio-reactive WebGL sculpture and original music.

EXPERIENCE

Design Consultant - Interior, Architectural & Graphic

Janine Lazard Interiors (SA / USA) · Design By Gen (UK) · Independent clients · 2019 - present

- ❑ Delivered 44+ projects across the UK, South Africa and the United States, from concept development through to construction-level documentation.
- ❑ Partnered with senior designers on high-end residential and architectural schemes for international clients, owning detail drawings and specification packages.
- ❑ Produced technical drawing sets and photoreal 3D visualisation for corporate fit-outs, including the National Audit Office, London.
- ❑ Ran branding, illustration and digital and print asset production across 7+ concurrent accounts, managing scope and delivery independently.
- ❑ Spatial and lighting fundamentals from this work carry directly into real-time environment design and scene composition.

RECOGNITION

- ❑ Top 6 nationwide finalist, Elle Decor sustainable product competition, with a feature in the monthly magazine.
- ❑ Top 12 nationwide finalist, Leon at CCXIX Design Challenge.

TECHNICAL SKILLS

REAL-TIME & 3D

Unreal Engine 5 · Blender (Cycles, Python) · SketchUp · AutoCAD

AI & AUTOMATION

ComfyUI · Diffusion workflows · LLM agents · Claude Code

CODE

Python · JavaScript · three.js · FFmpeg

DESIGN & MOTION

Photoshop · Illustrator · InDesign · After Effects · DaVinci Resolve

PRACTICE

Technical documentation · Spatial design · Art direction · Client delivery

ALSO

BRAND & PACKAGING

George's Coffee Bar: identity and the Olympic Blend 1 kg bag

SOCIAL

MIR Denim: campaign template kit

FILM PHOTOGRAPHY

35 mm · Minolta X-700 · Fujifilm colour, Cinstill 800T