



Attila Dinnyés

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CULTURAL / DESIGN MANAGEMENT

Artistic and production challenges, process management

- Inga Cultural Café / Szélsőközép Production** (2025-2026) — **Digital production, public discourse, digital reach.** As **Production Manager** I coordinated multidisciplinary creative teams and volunteer networks related to 30+ live YouTube shows, external public events and programs, integrating live cultural programming with digital media outreach. Overseeing editorial workflows, stakeholder collaboration, and public-facing content development to foster inclusive dialogue and cross-perspective engagement.
- Arts & Humanities Council, Bloomington (IN, USA)** (2025) — **Cultural engagement in the US.** As **Volunteer manager** I oversaw coordination, workload distribution, and research support for city-wide cultural festivals (Granfalloon, Girls Rock Camp, First Thursday's), strengthening community participation and cross-sector cultural collaboration.
- Vodafone UK and NL VOIS - VSSB** (2016 - 2019) — **Corporate coordination.** As **Senior Designer** I led cross-team design and communication initiatives within an international corporate environment, developed internal training frameworks, and supported brand alignment across UK, Dutch and Hungarian divisions.
- Capa museum's permanent exhibition** (2021 - 2022) — **Museum-level end-production.** As **Managing Designer** I led partner coordination and production planning for a permanent museum exhibition, aligning artistic vision with operational execution and long-term cultural presentation.
- Diszel Mansion Festival and exhibition center** (2019) — **Rural cultural regeneration.** As a **design- and development manager** I contributed to the six-year restoration and cultural activation of a deteriorating rural mansion, coordinating over 200 international volunteers. The project established a sustainable community cultural space in a small village, hosting both local and nationally recognized artists during renovation phases and annual festivals.
- Lindy shock festival** (2015 - 2019) — **global heritage, cross-cultural.** As **Stage Manager** Coordinated technical logistics and volunteer teams for an international festival connecting participants from over 70 countries. The long-running, internationally organized event focused on preserving and globally communicating African American cultural heritage through music and dance traditions, fostering intercultural exchange.
- Greenpeace Norge (Oslo, Norway)** (2015) — **Designer** of visual communication and campaign materials for Greenpeace Norway, supporting social media, offline design, and public events in Oslo and across Nordic countries (Iceland, Sweden, Finland, Denmark). Gained first-hand experience within Scandinavian nonprofit work culture, collaborating in volunteer-driven, values-based organizational environments and contributing to cross-country communication initiatives.
- FabLab Budapest** (2013-2015) — **Democratized access, community innovation.** As **Managing assistant** I helped visitors using the open-access fabrication lab promoting equitable access to design tools and technological resources. Supported creators in prototyping and collaborative experimentation, fostering knowledge-sharing and inclusive participation in hands-on innovation.

“ My professional experience spans cultural production, collaborative project leadership in interdisciplinary contexts, and the materialization of design. Practical experiences have sharpened my focus on sustainability, while corporate, organizational, and mentoring roles have broadened my ability to apply these principles across teams and stakeholders. I am committed to continuous growth rooted in international value-based studies and experience, and I practice value-based, ethical approaches that foster equity, diversity, and bridges across cultural, social, and institutional contexts.

Corporate design - Since 2014

Creative management - Since 2019

Teaching - Since 2019

EDUCATION

2022 - 2026

Corvinus University of Budapest (PhD)

Marketing, Designcommunication, Cultural economy

2022 - 2024

Budapest Metropolitan University (MA)

Art and design management

2004 - 2010

Elite - Faculty of Humanities (BA)

Hungarian Language and Literature - Communication and Media Studies

TEACHING

Experience-based learning in creatively facilitated framework

Károli Gáspár University (2019 - 2023)

full semester courses on designcommunication, visual communication, design thinking, 3D and 2D design, and media theory

MOME, BCE (since 2022)

Invited Scholar scholar. Lectures and workshops on management, digital art management, **business and society**, professional self awareness, identity and branding, training on problem-solving thinking and **design approaches through creative management.**

OTHER SKILLS

Strong sense for arts and aesthetics

Professional use of Adobe suit, Davinci Resolve,

Blender 3D, Figma, Miro workspace, Trello

Driving licence: Categories A,B, C, D

Language skills: English (business proficiency)