

# Alan Harszczyk



## About

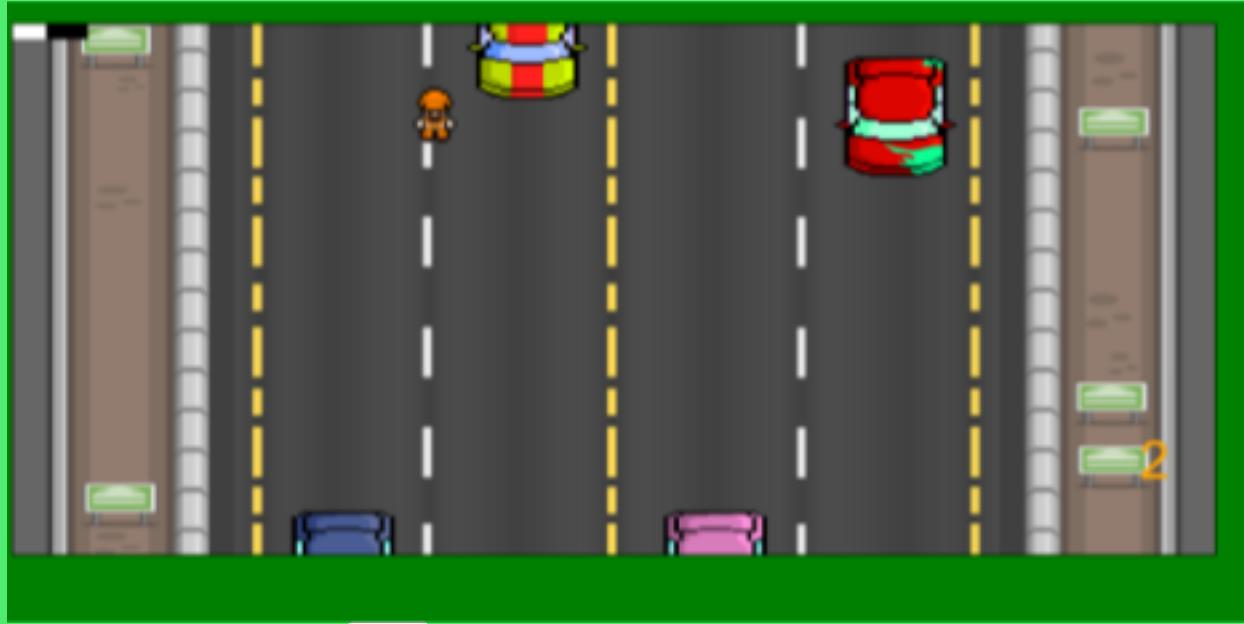
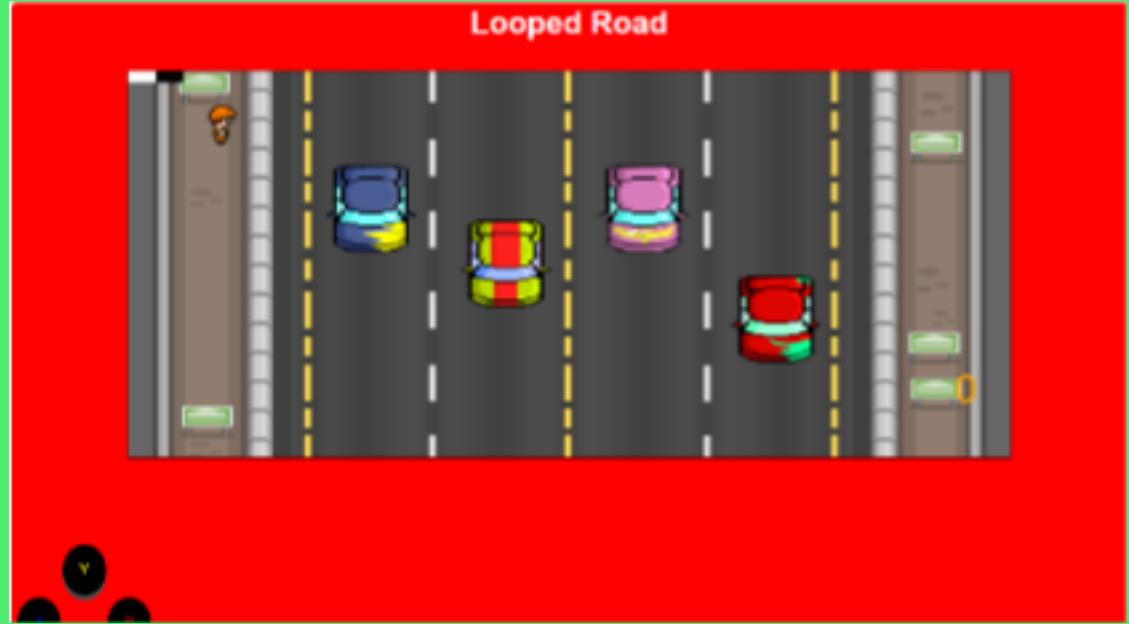


Hey, Im Alan a polish art design student based in Ireland. I love designing and creating art, i have dabbled in different medias that keep growing such as web-design, 2d animation and art, 3d art, typefacing/making fonts etc.

Mobile  
Number:0871798767

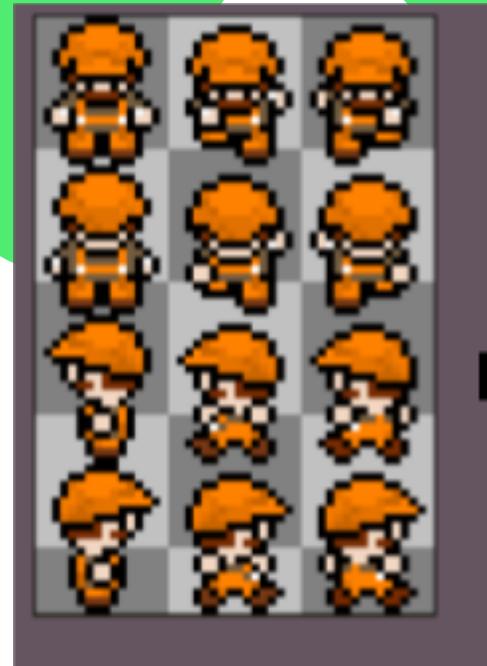
Email:  
[alanharszczyk@gmail.com](mailto:alanharszczyk@gmail.com)

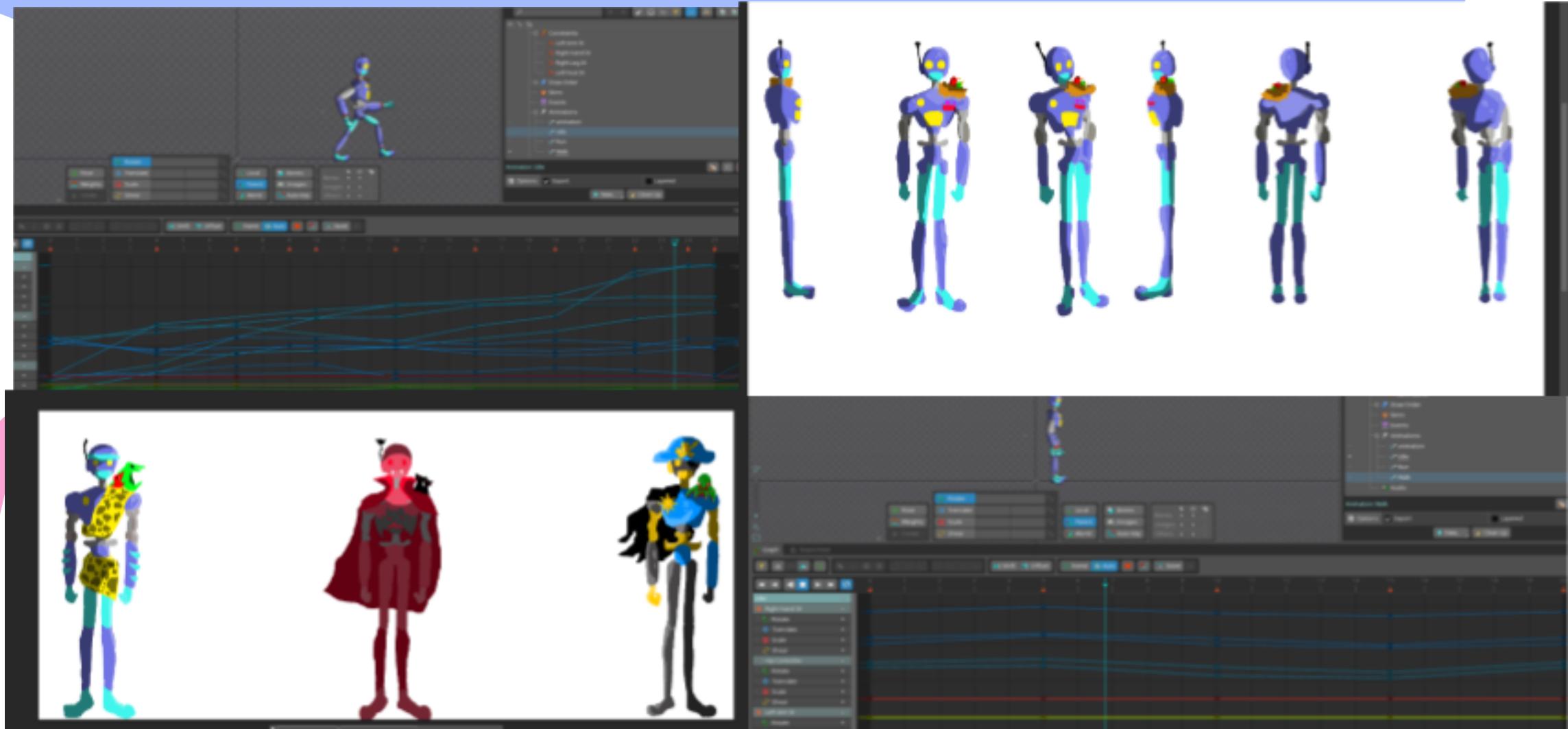
Instagram:  
[Ink.head\\_art](#)



## Backstory + Purpose

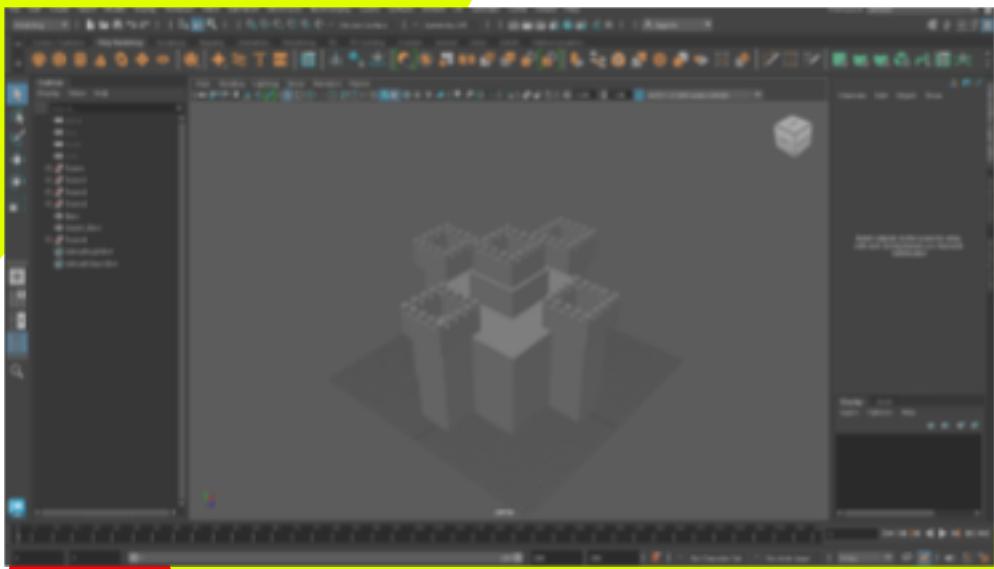
Project called Looped Road which was a videogame made by myself. The game was an early attempt with basic controls and goal. The game has the player character want to reach the other side on a continuous loop until the player reaches 10 in the bottom right corner. The player has time abilities to stop the cars uncontrollably alongside each loop completed speeding the cars up. I coded the game alongside making or editing the sprites.





## Backstory

This is a final project for one of my animation classes which required to design our own concept art of a character we made and do 3 animation states of it. The three states were an idle, walk and run animation we also made alternate skins for the character. I was inspired to make an older mascot like simple cartoon like robot and chose a theme for the costumes such as private, running, and historian so it was quite unique style.

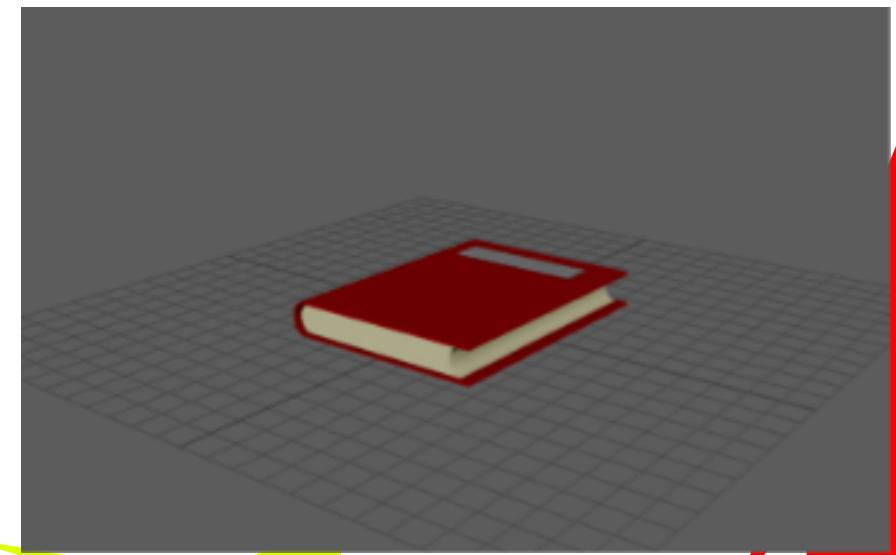


## Backstory

This project consisted of creating an asset, in this case it was a book that i created. It was mostly ok with no real issues, this helped me understand texturing and creating the texture/colours on the book like the pages and the cover.

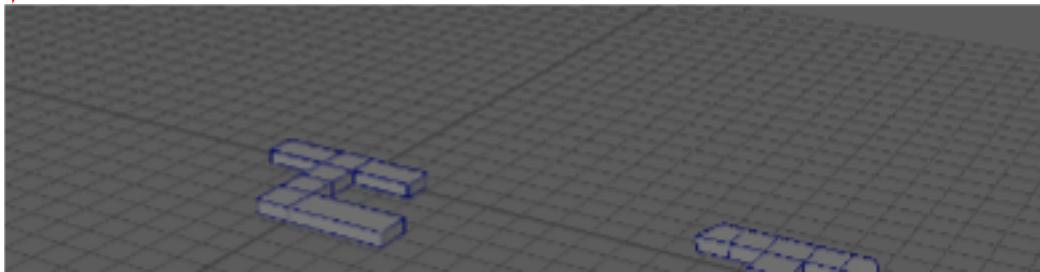
## Backstory

This was a project which first introduced me to 3d with Maya. We had to form a castle, it was mostly just showcasing us the basics and giving an idea of what maya is like. It helped me understand and grasp the general use and functions of the program which helped in future projects.



## Backstory

Task of creating keys and other more complicated objects with



# Backstory

This was a mockup done in figma for a redesign of the site of craigslist which I went over and began to redesign it, i made quality of life changes and tried to give a more coherent idea to the site. I believe the changes made were good and gave cohesion and a more connected idea for the site. I checked if the changes I made where liked by the people who filled in a quick survey I did to see what an average person thought of the changes and new design. They agreee the objective of giving the site cohesion and a better design to fruition as they found it easier to navigate and didnt feel as confused as with the original site which had an issue of cohesion and readability.



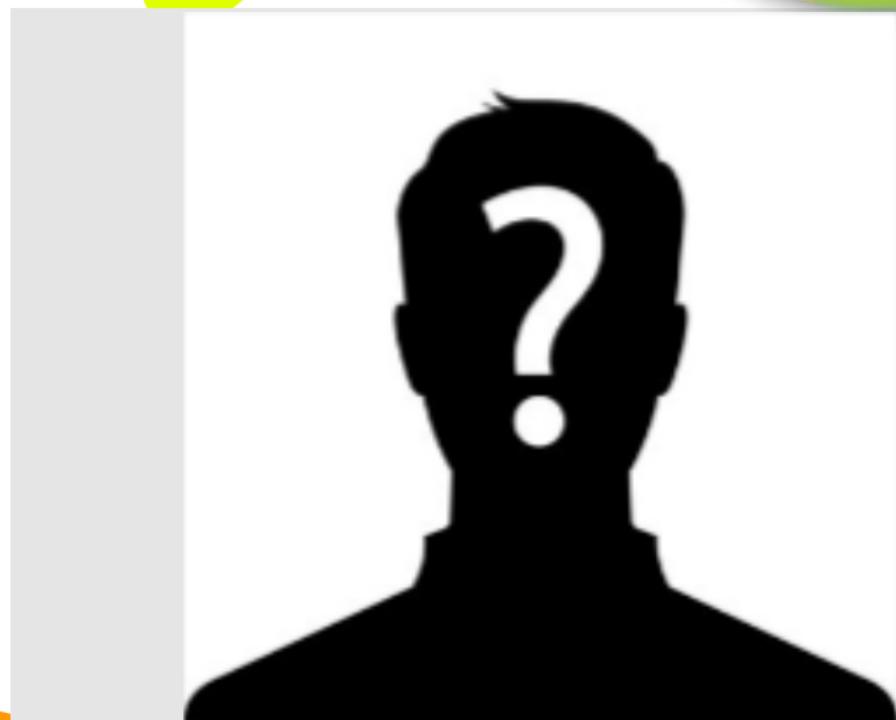
# Backstory

This is a poster which uses a typefont i created from scratch. It was a possible idea for the screen art of a game that just stayed as an idea.

abcdefghijklmnopqrstuvwxyz  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
STUWVXYZ



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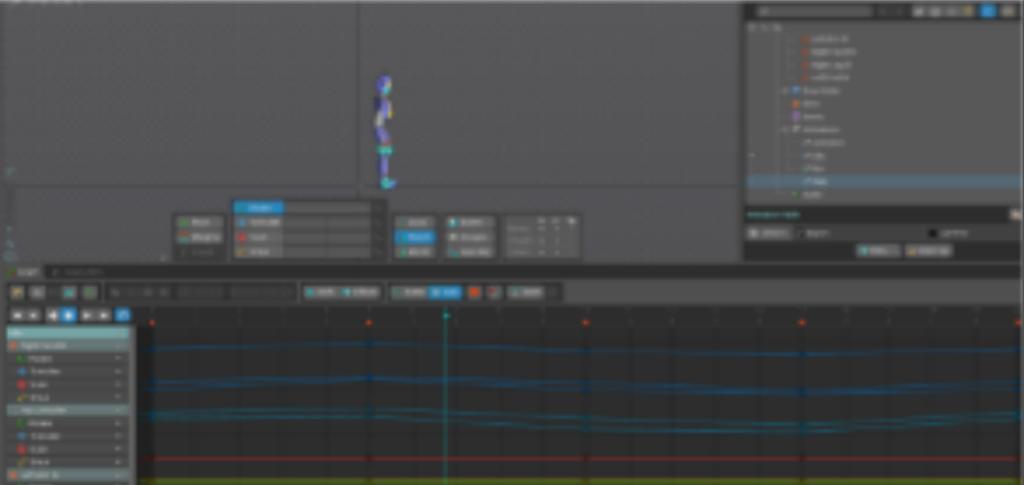
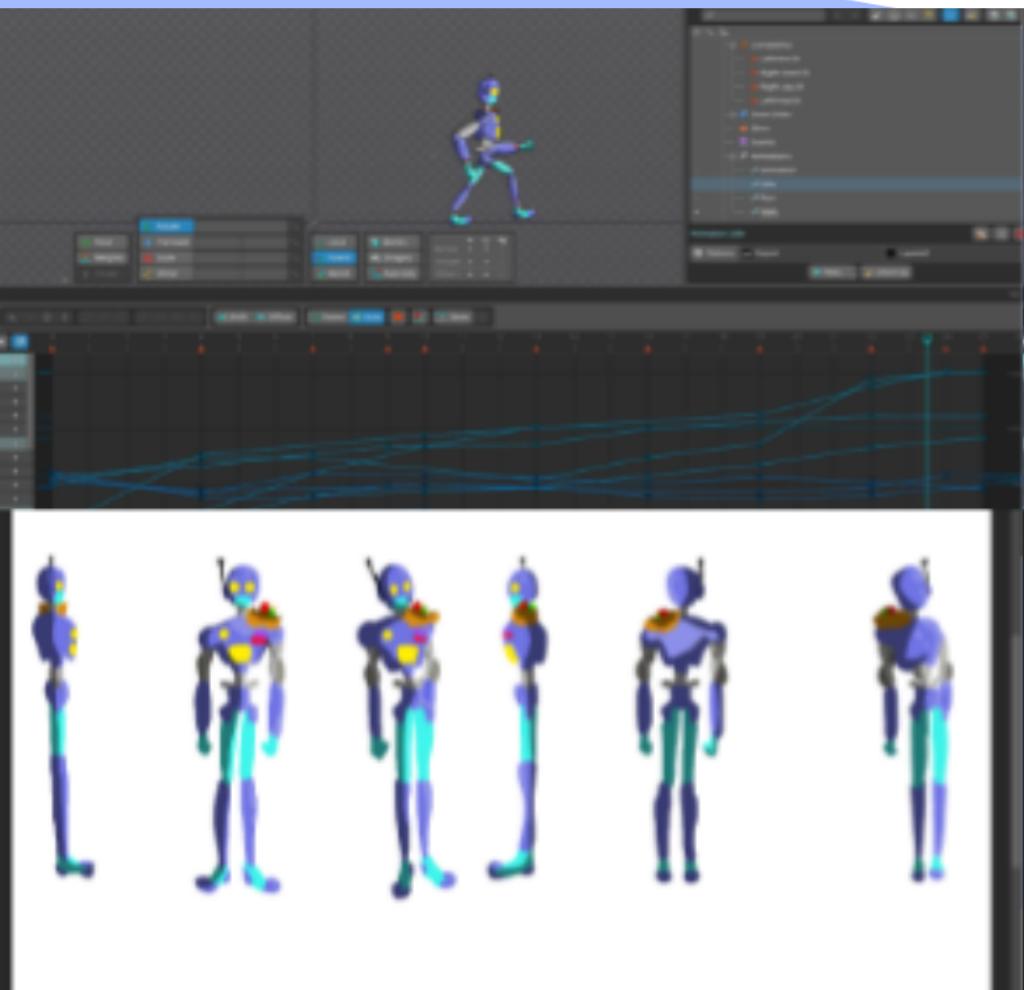
Looped Road



## Backstory + Purpose

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Home



Backstory

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