Abstract

Driven by Passion for Emotion Evoking media. Educated for research and deployment of forthcoming User Experience and Interaction Design. Features solutions based on Human-Computer Interaction theory and practice. Cosmopolitan, who enjoys seeking out cultural and aesthetical values upon travel. Specializes in adapting a comprehensive range of solutions accordingly to the needs of the client. Values independence, freedom and self-development. Recently engaged in procedurally generated Visual Effects, Simulation and Rendering Artistry.

Education

Jan - July 2020
Graduate Certificate in Animation and Visualisation
Faculty of Transdisciplinary Innovation, Animal Logic Academy
University of Technology Sydney

Feb 2018 ~ Jul 2021
Master of Interaction Design and Electronic Arts
Faculty of Architecture, Design & Planning
University of Sydney

Jun - July 2021
Digital Business Master Class (Short-Term Exchange)
Aalto University (Hosted Virtually in Helsinki)

Jan - May 2019
Master of Fine Arts in Design and Technology (Exchange)
Parsons School of Design at The New School (New York)
• International Exchange Outbound Scholarship

July 2018
Industrial Design (Short-Term Exchange)
Korea Advanced Institute of Science and Technology (KAIST)
• Vice Chancellor's Global Mobility Scholarship

Mar 2015 - Nov 2018
Bachelor of Design Computing
Faculty of Architecture, Design & Planning
University of Sydney

Sep 2016 - Aug 2017
Master of Media Informatics (Exchange)
Media Informatics, Human-Computer Interaction Groups & CDTM
University of Munich (Ludwig-Maximilians-Universität München)
• Erasmus Plus Scholarship

Sep 2012 - May 2014
Class of Advanced Mathematics, Physics, Geography
High School named I Dywizji Kościuszkowskiej
Piaseczno, Poland

Experience

2014 - Present
Design Freelancer
• Guitar School Website & Branding (2018)
• Local Government Election Poster & Leaflet (2014)

Aug 2019 - Oct 2020
Designer and Executive
Sydney Uni PhotoSoc (University of Sydney's Photographic Society)
• Designed promotional materials for the society's events
• Actively Participated in the organisation's decision-making process

Feb 2018 - Apr 2018
Assistant
University of Sydney Union (USU)
• Membership Assistant during Orientation Week
• Event Photographer for USYD Olympics

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Email:	contact@fuad.design	Mobile:	+61 451 781 334

Experience cd.

Mar 2018
Casual Professional Staff
University of Sydney
- Assisted in packaging assembly of Design Kits

Apr 2017
Social Media Assistant
Dorfbladt Olympic Village Magazine, Munich, Germany
- Assisted with the magazine's Instagram account (MMO alias)

Nov 2016 - Aug 2017
Social Media Manager
Grasausschuss Olympic Village, Munich, Germany
- Managed social media accounts (usually aliased MMO)
- Designed promotional materials
- Co-organised community activation events
- Photography and Video Documentation of Events and community
  -created artworks in traditional and 360 degrees formats

May 2015
Stocktaker
Zhik, Sydney, Australia
- Assisted with stocktaking the company's merchandise

Oct 2011 - Sep 2014
General Assistant
Gospodarstwo ogrodnicze J. i Edwarda Kurzyk, Lesznowola, Poland
- Assisted in management, logistics and sales of roses

Volunteering

Feb 2017
Assistant
Fasching Olympialust Olympic Village Carnival, Munich, Germany
- Assisted with bartending and general logistics
- Assisted with security
- Photography and video documentation for promotional materials
- Assistance at different venues split across a vast carnival complex

Jun 2016
Student Volunteer
Media Architecture Biennale, Sydney, Australia
- Oversaw MAB's Gallery at Chatswood's The Concourse
- Assisted Attendees on the event's final day

Accolades

Mar 2021
Iron Heart Winner for SideFX Mardini Daily Art Challenge

Dec 2020
Houdini CharFX and shading RnD for an animated short "Spirit"

Oct 2020
Crit for Immersive Storytelling class students at Ateneo de Davao University

Sep 2020
Delivered a remote lecture on Unity Visual Effect Graph for students of
Immersive Storytelling class at Ateneo de Davao University

Jul 2020
Best Creative Award for a real-time rendered project "Origin" at
Animal Logic Academy, for which I performed Unity HDRP RnD

Jul 2020
Attained Global Citizenship Award at University of Sydney

Dec 2019
Exhibited at University of Sydney's Faculty of Architecture, Design and
Planning Graduation Show: Reflection and AT - three different
VFX, motion, voice and sound-activated experiences

Accolades cd.

Nov 2019
Speaker at University of Sydney's Disability Scholars Connect Event on
"Decoding Mental Health through Assistive Technologies"

Oct 2019
Exhibited two Photography pieces at University of Sydney's Tin Sheds
Gallery as part of "Departures" Exhibition

Sep 2019
Finalist in University of Sydney's Photography Society competition under the
theme "Forward"

Nov 2017
Exhibited a Vivid Projection Mapping "I am Waterfall" and a VR Experience

July - Nov 2017
Co-organised and co-curated University of Sydney Faculty of Architecture,
Design and Planning's Graduation Show

May 2015
Part of Vivid Sydney, co-created and exhibited a projection mapping piece
"I Am Waterfall" showcased on University of Sydney's Quadrangle Building

Organisations

Feb 2016 - Jun 2018
Broadcaster
University of Sydney Radio Society Surg FM
- Broadcasted an untitled TV Show themed Radio Show
- Broadcasted a music-oriented Radio Show "Awry Perception"

Feb 2016 - Nov 2019
Member
University of Sydney Metal Society
- Wrote an article for "THE PIT" magazine on the music scene
  spanning across Poland, Australia and Germany

Skills

Applied Knowledge:
Skilled: Vex, Processing, Arduino (C), HTML & CSS
Previously Used: C#, PostgreSQL, Python, Javascript, P5.js, Node.js

Skilled: Houdini, Renderman, Unity, OptiTrack Motive, Adobe Creative Cloud
(Photoshop, Lightroom, Illustrator, InDesign, Premiere Pro, Capture)
Previously Used: Blender, Maya, Foundry Katana, Nuke, DaVinci Resolve
Figma, Adobe After Effects, XD, Invision, Madmapper, Rhino, 3DS Max

Theoretical Knowledge:
Design in: User Experience, Interaction, Interface, Graphic, Web
Human-Computer Interaction, Information Visualisation, Digital Media
Web Development, Physical Computing, Photography, Database Systems
Virtual Reality (VR), Augmented Reality (AR), Hybrid Reality (XR), Animation
3D Modelling, Digital Placemaking, Visual Effects (VFX), Motion Capture
Procedural Modelling, Generative Artworks, Image Post-processing

Fabrication Labs:
Applied Experience: Woodworking, Lasercutting, 3D Scanning, 3D Printing,
Completed Induction: Silkscreening, Dying and Weaving, Risograph, CNC,
Casting, Ceramics, Vacuum Forming, Vinyl Cutter, Spray Painting, Metallurgy

Languages:
Polish (Native), English (Proficient), German (B2.2), Korean (A1)

Hobbies:
Travelling - Visited 55 Countries, Music - listened to over 9000 artists,
Ongoing love for film, tv shows, video games and narrative-driven media.

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