

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 2020 - Ongoing	Master of Animation and Visualisation / Animal Logic Academy Faculty of Transdisciplinary Innovation University of Technology Sydney
Jan - May 2019	Master of Fine Arts in Design and Technology (Exchange) Parsons School of Design at The New School (New York) <ul style="list-style-type: none">• International Exchange Outbound Scholarship
July 2018	Industrial Design (Short-Term Exchange) Korea Advanced Institute of Science and Technology (KAIST) <ul style="list-style-type: none">• Vice Chancellor's Global Mobility Scholarship
Feb 2018 - Ongoing	Master of Interaction Design and Electronic Arts 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) <ul style="list-style-type: none">• Erasmus Plus Scholarship
Mar 2015 - Nov 2018	Bachelor of Design Computing Faculty of Architecture, Design & Planning University of Sydney
Sep 2012 - May 2014	Class of Advanced Mathematics, Physics, Geography High School in name of I Dywizji Kościuszkowskiej Piaseczno, Poland

Experience

2014 - Present	Design Freelancer <ul style="list-style-type: none">• 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) <ul style="list-style-type: none">• 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) <ul style="list-style-type: none">• Membership Assistant during Orientation Week• Event Photographer for USYD Olympics

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Experience cd.

Mar 2018	Casual Professional Staff University of Sydney <ul style="list-style-type: none">Assisted in packaging assembly of Design Kits
Apr 2017	Social Media Assistant Dorfblatt Olympic Village Magazine, Munich, Germany <ul style="list-style-type: none">Assisted with the magazine's Instagram account
Nov 2016 - Aug 2017	Social Media Manager Grasausschuss Olympic Village, Munich, Germany <ul style="list-style-type: none">Managed social media accountsDesigned promotional materialsCo-organised community activation eventsPhotography and Video Documentation of Events and community-created artworks in traditional and 360 degrees formats
May 2015	Stocktaker Zhik, Sydney, Australia <ul style="list-style-type: none">Assisted with stocktaking the company's merchandise
Oct 2011 - Sep 2014	General Assistant Gospodarstwo ogrodnicze J. i Edwarda Kurzyk, Lesznowola, Poland <ul style="list-style-type: none">Assisted in management, logistics and sales of roses

Volunteering

Feb 2017	Assistant Fasching Olympialust Olympic Village Carnival, Munich, Germany <ul style="list-style-type: none">Assisted with bartending and general logisticsAssisted with securityPhotography and video documentation for promotional materialsAssistance at different venues split across a vast carnival complex
Jun 2016	Student Volunteer Media Architecture Biennale, Sydney, Australia <ul style="list-style-type: none">Oversaw MAB's Gallery at Chatswood's The ConcourseAssisted Attendees on the event's final day

Accolades

TBA 2021	Houdini CharFX and shading RnD for the upcoming 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
Nov 2019	Speaker at University of Sydney's Disability Scholars Connect Event on "Decoding Mental Health through Assistive Technologies"

Accolades cd.

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 <ul style="list-style-type: none">Broadcasted an untitled TV Show themed Radio ShowBroadcasted a music-oriented Radio Show "Awry Perception"
Feb 2016 - Nov 2019	Member University of Sydney Metal Society <ul style="list-style-type: none">Wrote an article for "THE PIT" magazine on the music scene spanning across Poland, Australia and Germany

Skills

Languages:	Polish (Native), English (Proficient), German (B2.2), Korean (A1)
Script/Markup:	Skilled: Vex, Processing, Arduino, HTML, CSS, PostgreSQL, C# Familiar: Python, Javascript, P5.js, Node.js
Applications:	Skilled: Adobe Creative Cloud (Photoshop, Illustrator, Lightroom, XD, Premiere Pro, Capture), Invision, Figma, Unity, Blender, OptiTrack Motive, SideFX Houdini, Pixar Renderman Familiar: Autodesk 3DS Max, Maya, Madmapper, Adobe After Effects, Rhino, Foundry Katana, Nuke
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 Experience: Woodworking, Metallurgy, 3D Printing, 3D Scanning, Lasercutting, CNC
Interests:	Travelling - Visited 54 Countries , Music - listened to over 7900 artists , Ongoing love for film, tv shows, video games and narrative-driven media.

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