

## Abstract

Driven by Passion for Emotion Evoking media. Specialised in procedural and simulated Houdini FX  
Background encompasses Interaction Design, Media Informatics and Creative Technologies  
Professional experience working as an FX and a CFX Artist on feature-length films

## Industry Experience

- July 2021 - Present      Junior FX Artist (Digital Artist)  
Fin Design + Effects (Sydney)
- Houdini Character FX (Vellum Cloth) on an upcoming feature film
  - Houdini FX on *Three Thousand Years of Longing* and *Interceptor*
  - Created photoreal and stylized Vellum, Pyro, Particle, VDB setups
  - Shaded, rendered in Redshift & Mantra and bashcomped in Nuke
  - Experience working in-studio and remote in a nuanced pipeline

## Education

- 2020      Graduate Certificate in Animation and Visualisation  
Animal Logic Academy, University of Technology Sydney
- Houdini particle FX, Renderman shading RnD on short film *Spirit*
  - Worked in a studio of 40 artists on Autodesk shotgun pipeline
  - Unity HDRP RnD for a real-time rendered project *Origin*
  - Basic lookdev and farm submissions using Katana
- 2018 - 2021      Master of Interaction Design and Electronic Arts  
University of Sydney
- Project-based work with Arduino, Processing, Unity, Digital Fabrication in E.g. Assistive Technologies, Digital Placemaking, Quantified Self
  - Short-Term Exchanges at [KAIST](#) (Korea, 2018) and [Aalto](#) University (2021)
  - Semester Exchange at [Parsons School of Design](#) in Design and Technology E.g. working with Unity VFX Graph, C# & OptiTrack mo-cap (USA, 2019)
- 2015 - 2018      Bachelor of Design Computing  
University of Sydney
- User-Centred Design driven project work in themes encompassing E.g. Show Curation, Machine Learning, Medical Devices
  - Exhibited a Vivid Sydney (2015) projection mapping group-project
  - 2 Semesters Exchange at [Ludwig-Maximilians Universität München](#) in Mediainformatics and Human-Computer Interaction (2016-17, Germany)

## Accolades

- March 2021      Iron Heart Winner for SideFX Mardini Daily Art Challenge
- Oct/Sep 2020      Crit for Immersive Storytelling class students at Ateneo de Davao University  
Delivered a remote lecture on Unity Visual Effect Graph for its students
- Oct/Sep 2019      Exhibited two Images at Tin Sheds Gallery as part of "Departures" Exhibition  
Finalist in University of Sydney's Photography Society "Forward" Exhibition

## Additional

- Languages:      Polish (Native), English (Proficient), German (B2.2), Korean (A1)
- Hobbies:      Travelling - [Visited 55 Countries](#), Continuous maintenance of a custom web-based digital library of recommended [narrative-driven media](#).

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