

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 FX on *Three Thousand Years of Longing* and *Interceptor*
 - Houdini Character FX (Vellum Cloth) on an upcoming feature film
 - Created photoreal and stylized Vellum, Pyro, Particles, VDB setups
 - Shaded/rendered in Redshift, Mantra, Karma; Nuke bashcomping
 - Experience working in-studio and remote in a nuanced pipeline
 - Houdini FX on upcoming feature films and an episodic show

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 [projection mapping group-project](#) at *Vivid Sydney* (2015)
 - 2 Semesters Exchange at [Ludwig-Maximilians Universität München](#) in
Mediainformatics Human-Computer Interaction, CDTM (Germany, 2016-17)

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 to 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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