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.

Ed	luc	ca	tio	n

July 2018

Jan - July 2020 Graduate Certificate in Animation and Visualisation

Faculty of Transdisciplinary Innovation, Animal Logic Academy

University of Technology Sydney

Feb 2018 - Ongoing Master of Interaction Design and Electronic Arts

Faculty of Architecture, Design & Planning

University of Sydney

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

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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

Industrial Design (Short-Term Exchange)

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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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	-
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
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	<u>Co-organised and co-curated</u> University of Sydney Faculty of Architecture, Design and Planning's Graduation Show			
May 2015	Part of Vivid Sydney, co-created and exhibited a <u>projection mapping piece</u> "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	<u> </u>			
Languages:	Polish (Native), English (Proficient), German (B2.2), Korean (A1)			
Applied Knowledge:	Skilled: Vex, Processing, Arduino, HTML, CSS, PostgreSQL, C# Familiar: Python, Javascript, P5.js, Node.js			
	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			
Theoretical Knowledge	ge: 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, Metallurgy, 3D Printing, 3D Scanning, Lasercutting, CNC			
	Completed Induction: Silkscreening, Dying and Weaving, Risograph, Casting, Ceramics, Vacuum Forming, Vinyl Cutter, Spray Painting			
Hobbies:	Travelling - <u>Visited 54 Countries</u> , Music - <u>listened to over 8300 artists</u> , Ongoing love for <u>film</u> , <u>tv shows</u> , <u>video games</u> and narrative-driven media.			
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