

KAMILA WÓJCIK

CONTACT



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Busko – Zdrój, 28-100

LANGUAGE

English: B2



Higher Intermediate

SKILLS

- 3D Sculpting, 3D modeling
- Knowledge of graphics programs: ZbrushCore, Blender, Substance Painter, Photoshop
- Basic knowledge of programming languages: Java, JavaScript, C/C++, C#, Python

PORTFOLIO

ArtStation: <https://www.artstation.com/user-634216>

GitHub: <https://github.com/Kamohaker>

Website: <https://kamohaker.github.io/>

EXPERIENCE

Pappal Games – Intern

Kielce | 04/07/2022 - 29/07/2022

- Sculpting and modeling 3D objects, texturing and preparing them for loading into Unreal Engine 5.

EDUCATION

- *Kielce University of Technology* | 10/2019 - 02/2023
Specialization: Information technology, Computer Graphics
Degree: Engineer