RAFAŁ KOZŁOWSKI

designer / front- end developer

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◇ Job experience

2016-2017 · **Subeli SP. Z O.O.**
UX/UI designer and front-end developer
- designing and implementation of web aplications,
- mockups design,
- GUI design,
- user research

2014 - 2015 · **Colaboration with company CR3Dimention:**
- package design,
- 3D modeling and rendering of client products,
- tutoring in the field of 3D modeling

2013 · **I3D SA in Gliwicach - graphic designer.**
- designing advertisement materials,
- design and modeling 3D products,
- concept design of advertising campaings,
- design and implementation of applications for smart surface advertising projectors,
- creating 3D animations,
- 3D rendering

2012 · **Academy of fine arts**
Assistant in the studio of Alternative Design prof. Michał Klis at the Academy of Fine Arts in Katowice.
- tutoring ractical and theoretical classes with new technologies and techniques in the field of presentation

◇ Education

2011-2015 · **Academy of fine arts in katowice**
Industrial design, product design

◇ Nagrody

Huuuge Game Jam 2016 (team competition), second place.
- Movement animation of player character
- Graphic and interface design of aplication

◇ W czym pracuję

2D	Photoshop Illustrator Indesign AfterEffects	**3D**	Rhino Ceros Solidworks 3dsMax Maya Mudbox Fusion 360 Zbrush Blender RealFlow
Web	HTML5 PUG(JADE) CSS SASS JavaScript jQuery Angular2/4+		
	Python Django, Wagtail		
	GIT, GULP, Bootstrap		