HELLO

My name is AGATA RUDNICKA.

I am a motion designer leaving in Finland and Poland.

Design is my hobby and work for **5 YEARS** now.

In my projects I like the most seeing people playing with the art I created.

I speak fluently in polish and english, in french on level B1.

I graduated with honors in 2022 at the Polish Japanese Academy of Information Technology and in 2025 at Aalto University

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BIG FAT WAVE BRANDING

Company creating immersive, interactive experiences Helsinki 2024

When designing the logo, I aimed to reflect the company's name and the nature of its services. The wavy shapes surrounding the title are inspired by the fluidity of the waves and visuals often seen in interactive projection mapping experiences. For the color palette, I sought to capture the blue waves while incorporating energetic accents to reflect the company's focus on entertainment and advertising.























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VECTOR ILLUSTRATIONS

Helsinki summer guide December 2024

I designed vector illustrations ispired by my time spent in Helsinki during summer. I included activities the most characteristic for the finnish people. I used limited color palettes, different for





CONTINUATION — BOOK

Edited by Ruedi Baur, Civic City Design: Ruedi Baur, Laura Martínez, Odyssée Khorsandian, Maxime Leleux, Agata Rudnicka

During my five-month internship in Paris, I began working on a book that served as a summary of a large typographical project. The book was uniquely structured into two parts: the left side, oriented upside down, showcased projects from various design schools around the world, while the right side featured a collection of research articles by renowned graphic designers, alongside interviews and transcriptions from a conference.









AR BOOK FOR CHILDREN SUFFERING FROM LEUKEMIA

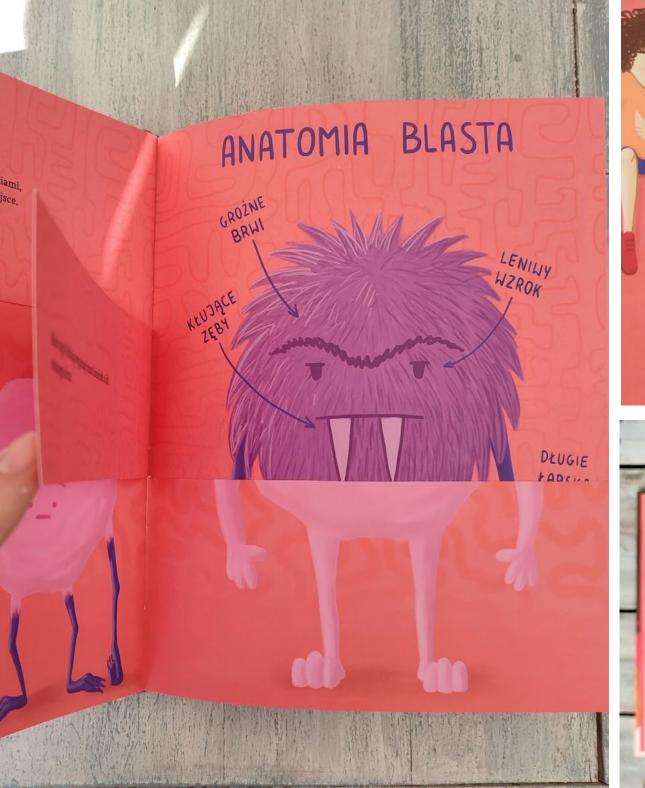
Design and text: Agata Rudnicka Consultation of medical information: dr Barbara Kołakowska

For my diploma project I decided to create a book that would help children understand what leukemia is and how the environment changes during treatment. I consulted psychologists and pediatrist for the informative part of the book. It includes analog interactive elements as well as AR animations.

I did medical research, wrote the story, drew the illustration, made animations, applied AR to the animations and binded the book by myself.

click here for the AR video









Family Life is One Foodfights

OPIC ID HANGS FROM FIRST LINE

The Angst of India Ipsum or

The Angst of India Insum or

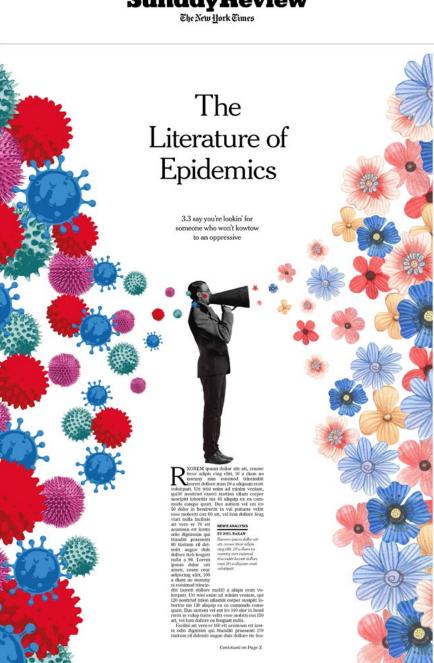
Family Life is One Foodfight It give is still, Parade BY GEORGE HOWE COLD O.K. here words fit here".

Skip the handcuffs. Escape i

artist makday in the Air Now

Classic Album Sunday Town

SundayReview



THE NEW YORK TIMES COVER

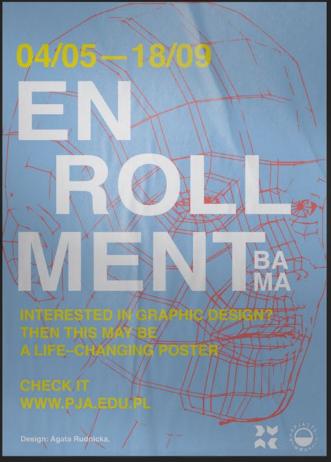
Mock Sunday Review cover illustration **April 2020**

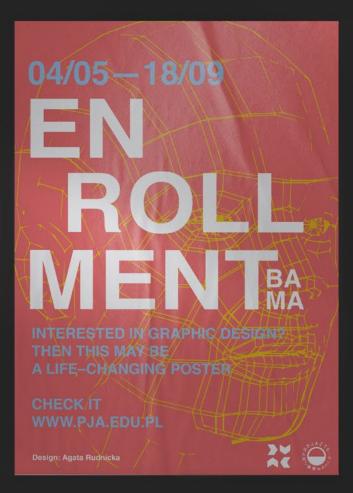
Tutor: Alexandra Zsigmond

This cover was created during a workshop with NYT Art Director Alexandra Zsigmond. It relates to an article discussing human behavior during the coronavirus pandemic and its similarities to reactions in past pandemics. The illustration highlights how, throughout history, politicians have consistently downplayed the severity of epidemics and sought to gloss over the issues.









POSTERS FOR ENROLLMENT

July 2021
Promotion office of New Media Arts

For one semester, I served as the social media manager for my department. My responsibilities included creating both analog and digital content to engage and inform our audience.

GROUND FLOOR ASSEMBLY 13 14 19 厓 18 Security stand I Library You are here

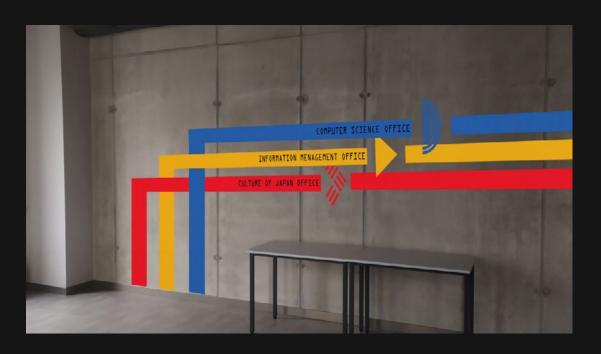
WAYFINDING SYSTEM FOR PJAIT

Wayfinding system for building A of Polish-Japanese Academy of Information Technology January 2021

Cooperation: Madina Mahomedova, Illia Dolbniev, Maciej Wawer Tutors: Aleksandra Krupa, Witański Bartłomiej

In this group project, we worked as a team of four to blend traditional Japanese patterns with contemporary colors and shapes. The icons were designed to echo the forms of Japanese katakana and hiragana characters. My primary focus was on creating patterns and leading lines, drawing inspiration from modern Japanese posters and metro aesthetics.







MAN VE

VENDING MACHINE



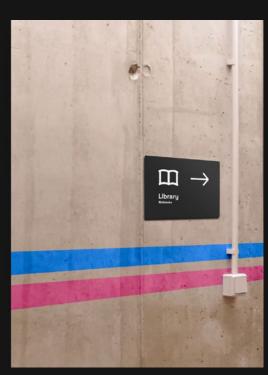
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WOMAN

SECURITY STAND



LIBRARY













BIG FISH

April 2024

I directed and created an animation telling the story of a fish working in an office. The main character is a stereotypical corporate employee, stuck doing monotonous tasks in a dull environment. The plot takes a twist when his manager brings him even more work, and the fish returns to its roots to escape the endless demands.

click here







FLIRT

April 2024

click here

In this project, I was responsible for both storytelling and design. I directed and created a quick 3D animation for a music video for a young artist. Given our focus on time and the narrative, we used premade Mixamo animations to efficiently bring the story to life.

MATTRESS STORE

Masters project 2024 – now

3D animation that I wrote, directed and created in Autodesk Maya. For optimizing workflow I used different AI tools like DALL:E. It tells a story of a man who falls for all the social media advertisements and self care tips.

As a result he looses control over his life. It's a work in progress but I'm happy to show it on a private call.













If you would like to see more... On my instagram account I shared some short animations done in my free time using mostly Blender, Maya, Touchdesigner, p5js.

They were experiments with style, softwares and coding.

click here

FEEL FREE TO CONTACT ME

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