

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 and working in multidisciplinary environments.

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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3D MODELLING & ANIMATION

3D space created in VRChat

Personal project

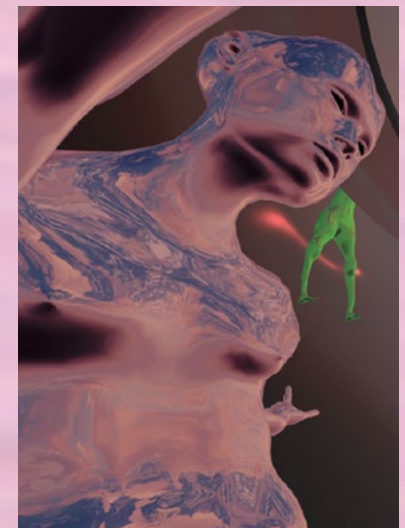
July 2020

Cooperation: Agata Koszulińska, Mateusz Korsak

In this project I collaborated with a Close collective formed by students of the Theater Academy.

We created 3D world with abstract characters, movement and environment.

It was realized under the scholarship program of the Minister of Culture and National Heritage.





PROJECT

Immersive, interactive experience
February 2023
Cooperation: Aditya Radhakrishna

We wanted to push boundaries in interactive storytelling and decided to create a frog simulator in a 360 room. Users have to use their all body to move in the space that was created with 3D scans from botanical garden in Helsinki. They can jump on a ball to move the camera and create a shape around their face with hands to “eat” the fireflies. When jumping you can hear different sounds so it’s also kind of an instrument. My contributions included building the idea, managment, design, 3D scanning, Unity assistance.

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BORROWED MATTER/ MATERIA PRESTADA - SOFIA GURIDI

Helping chilean artist Sofia Guridi in building, coding and planning her project that was selected for London Design Biennale

Group: Sofia Guridi, Aditya Radhakrishna
May 2023

I worked with Chilean artist Sofía Guridi on the development, coding, and design of her project, selected for the London Design Biennale. My contributions included creative support, electronics, and overall design assistance.

This project examines cellulose—a renewable yet problematic biopolymer—through an experimental lens, addressing its ties to extractive forest practices. Combining biomaterials, textile crafts, and digital technologies, it explores innovative, tactile approaches to manipulating cellulose while embracing slower, body-centered creation processes.



FLIGHT SIMULATOR

Designing and building a flight simulator
Saab
June 2024

I was a designer in a multidisciplinary team of 6 engineer. We created a flight simulator for Saab that was supposed to fit in a car, be easy to set up and suitable for all kinds of fairs and showcase.



FORGOTTEN HOME

June 2023



is a visual and audio journey through time, through the history of an abandoned house located in Heposaarenniemi. The house had many owners from different backgrounds, but it has been completely abandoned for several years. We decided to do research and find out who this house used to belong to and show its history by emotional storytelling, using projection mapping based on rotation data of a smartphone thanks to Open Source Control. In this project I was responsible for developing the idea, building it in touchdesigner and creating visuals.

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BIG FISH

April 2024

I directed and made a 3D animation telling a story of a fish working in an office. The main character is a stereotypical corporation employee forced to do boring work in an unpleasant surrounding. Plot twist comes when his manager brings more work for him to do and the main character goes back to his roots to avoid the work.

[CLICK HERE](#)





FLIRT

April 2024

In this project I was responsible for a storytelling and designing. I directed and created in one day a quick 3D animation for a music video for a young artist. Our priority was time and the story, that's why we used ready-made mixamo animations and added bird heads to the ready human 3D models. The idea is referring to birds' mating dances that we can observe in nature.

[CLICK HERE](#)

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



Agata Rudnicka

BLASTY, KRWINKI I CAŁY TEN BAŁAGAN



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 pediatricist 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](#)



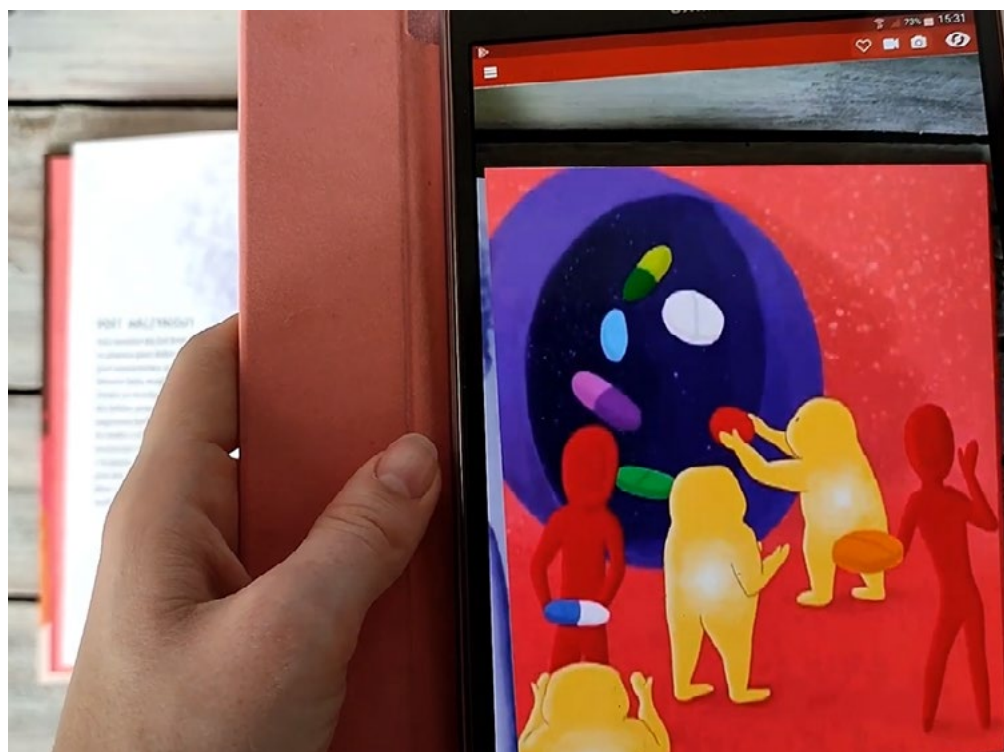
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ANATOMIA BLASTA

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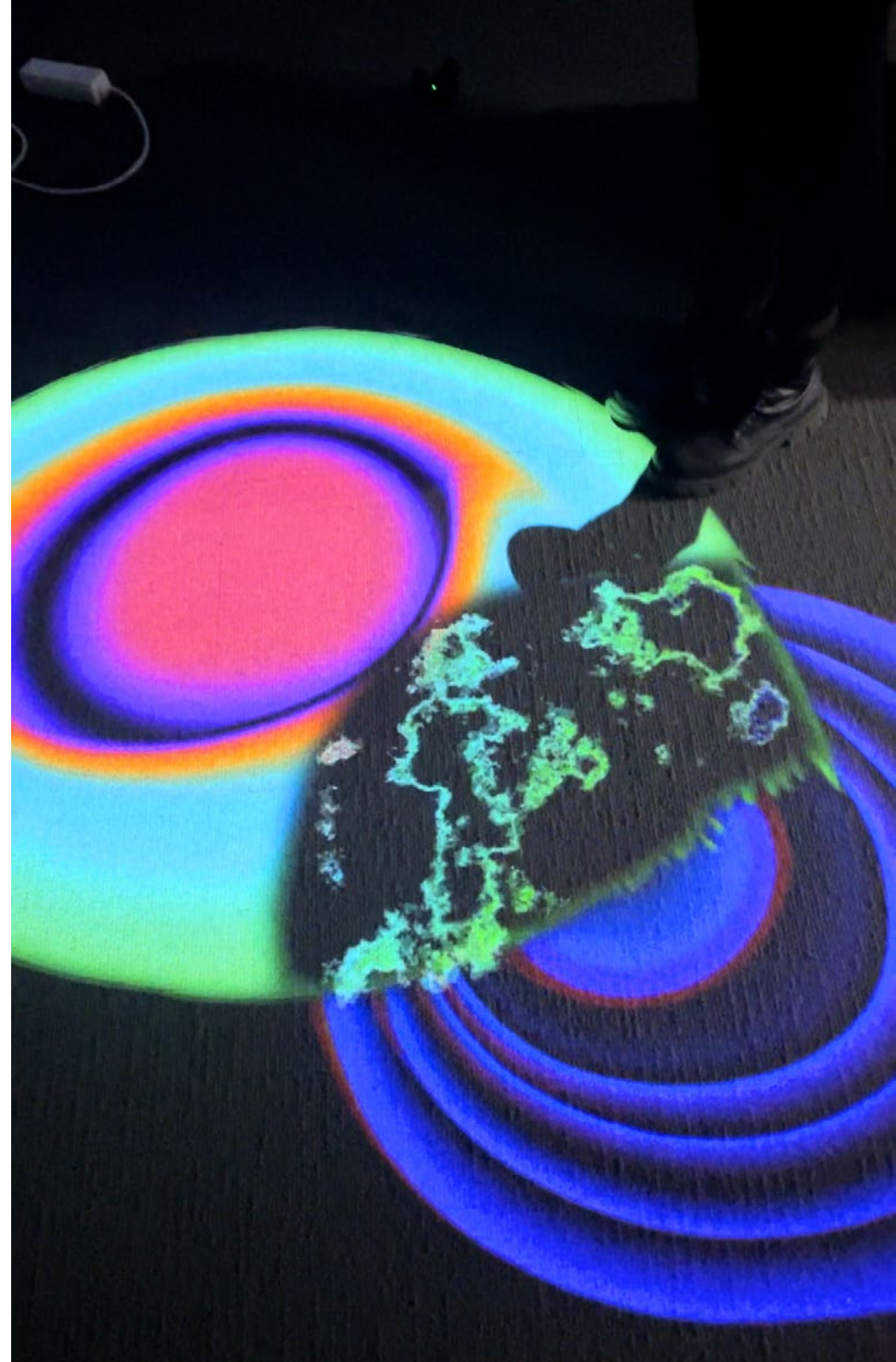
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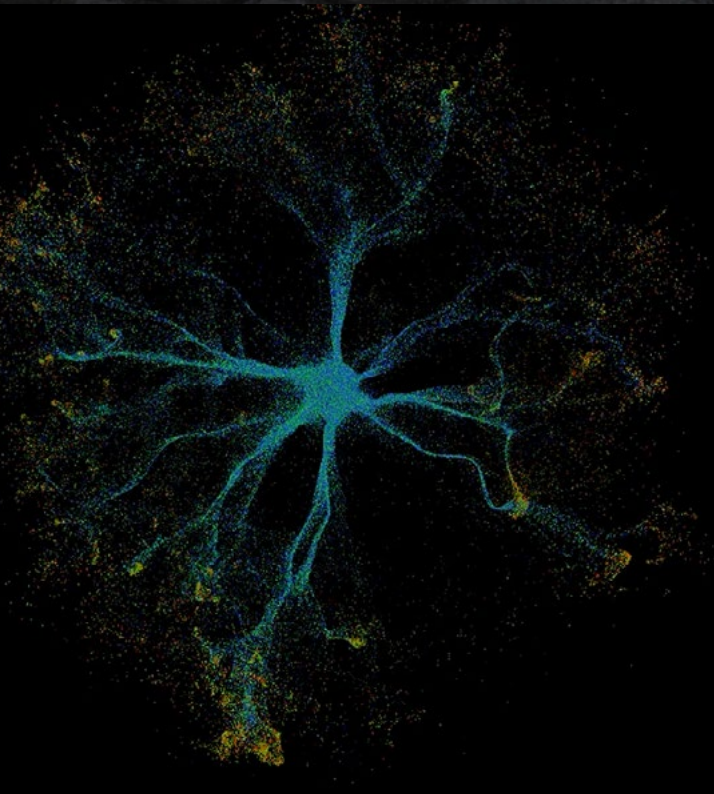
DŁUGIE
KĄDŁO



GENDER IS FLUID

Project in progress. We're using vive trackers to follow movements of the hands to create an illusion as if the audience was painting with a liquid.





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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