



David Witka is a narrative architect and digital craftsman, forging compelling worlds through a unique fusion of artistic mastery and technical innovation. With over a decade of dedicated practice, he operates at the vibrant intersection of character-driven storytelling and precision engineering, building not only the visual soul of games but the very tools that bring them to life.

His professional journey is a testament to this powerful duality. For eight years as a Python Developer at Humber College, he engineered sophisticated extensions and automation pipelines for industry-standard creative suites (Adobe, Autodesk, Office), mastering the art of streamlining complex production workflows. This deep technical foundation seamlessly informs his artistic vision, which he applied as a Character Artist at Bad Brain Game Studios. Here, he designed evocative characters and concepts for Bad Brain's franchise title *Midnight Riders*, ensuring every figure carried a story in its silhouette and expression.

This synergy extends far beyond the gaming studio. David is a prolific writer and creator, actively developing original universes across multiple media. He channels narrative into novels, structures drama into screenplays, and orchestrates visual rhythm into sequential art for comic books. He applies a specialist's eye for cinematic composition, perspective, and emotive expression—honed from his illustrative work—directly to the page, while his technical acumen allows him to conceptualize production pipelines for these very stories.

David's practice is a continuous dialogue between the analog and the digital, often beginning with traditional sketches and culminating in polished digital artistry. Fluent in English, Polish, and French, he brings a multicultural perspective to his work, which is unified by a relentless pursuit of refining process and elevating craft.