JAKUB CHOJNA

As an architect and 3d graphic artist I developed a strong sense of aesthetics and visual composition. I have a background in programming parametric architecture. For one year I have been learning frontend development on my own and I am fully decided to develop myself in this area. In particular, I am very keen to learn more about technologies oriented around programming side of frontend development and creative coding, including React, Redux, GraphQl, server-side rendering, CSS-in-JS, data visualization, WebGL

PROFESSIONAL EXPERIENCE

2008 - Present **Freelance 3d Graphic Artist**
Self employed | Remote

- created photorealistic architectural visualizations of interiors and exteriors in 3ds Max, V-Ray and Photoshop
- worked for clients such as: Echo Development, Terroir, Konior Studio, Studio Thörnblom, Real2B Development, Mallson, MOFO Architekci

2017 - 2018 **Freelance Architect**
Self employed | Remote

- created series of furniture prototypes, developed refurbishment project of single-family house in Lublin in collaboration with architect Piotr Gniewek

01 - 06.2018 **Svet Vmes**
Architect | 3d Graphic Artist | Ljubljana, Slovenia

- prepared in team work preliminary project concepts, scheme design and construction drawings in AutoCad
- created 3d models, 2d graphics and photorealistic visualizations for the purpose of design process and final presentations for clients

2015 - 2017 **Mofo Architekci**
Architect | 3d Graphic Artist | Warsaw

- prepared preliminary project concepts, schematic drawings, façade design proposals and virtual 3d models of the buildings for commercial use and professional presentations

2011 - 2013 **Activum Projektowanie**
Architect | Intern | Warsaw

- participated in concept, schematic and design development phases of residential interiors, small multi-family house, renovations and expansions as well as furniture design and competitions

2010 - 2013 **Euro Info Group**
3d Software Tutor | Warsaw

- carried out several courses on 3dsMax and V-ray at the basic level
- the course program consisted of 3d modeling, texturing and mapping, lighting, rendering, post-production of architectural rendering and the basics of animation and particle systems
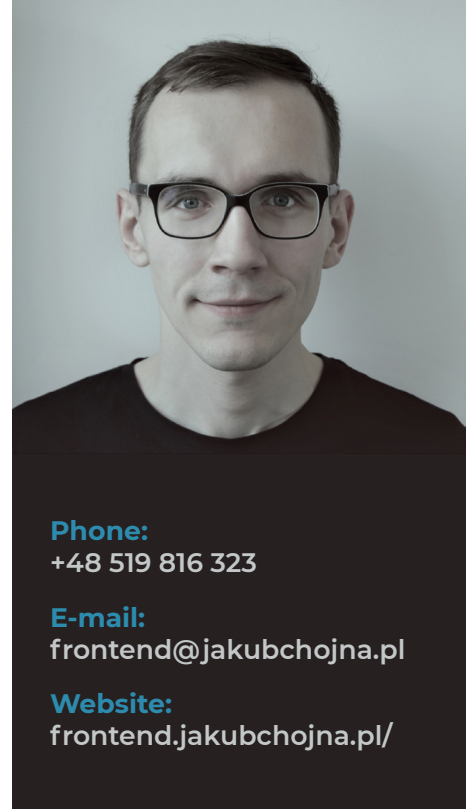
EDUCATION

2011 - 2014 **Warsaw University of Technology**
Faculty of Architecture | Master's Degree

2006 - 2010 **Warsaw University of Technology**
Faculty of Architecture | Bachelor's Degree

Phone:
+48 519 816 323

E-mail:
frontend@jakubchojna.pl

Website:
frontend.jakubchojna.pl/

WORKING KNOWLEDGE

HTML   CSS   JS

REACT   SASS   BEM

GIT   VS CODE   FIGMA

LANGUAGES

Polish: native
English: advanced
German: elementary

INTERESTS

- road cycling
- photography
- string art