

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 Visualizer | 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 Visualizer | 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, retail building, 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, lightning, rendering, post-production of architectural rendering and the very basis 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

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WORKING KNOWLEDGE



HTML



CSS



JS



REACT



SASS



BEM



GIT



VS CODE



FIGMA

LANGUAGES

English: advanced

German: elementary

Polish: native

INTERESTS

■ road cycling

■ photography

■ string art