

Krystian Niemiec

Senior Motion & 3D Designer

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Personal Profile

Versatile Motion & 3D Designer (10+ years exp.) delivering high-end visuals for broadcast, social, and web. I leverage a background in marketing and production to create strategic, business-focused assets optimized for performance. Passionate about emerging tech (AI, Workflow Automation), combining expert Cinema 4D/Octane skills with strict adherence to deadlines.

Core Skills & Software

- **3D & Rendering:** Cinema 4D, Octane Render, Photogrammetry, UV/Real-time opt.
 - **Motion & Post:** DaVinci Resolve, After Effects (Compositing/Titles), CapCut, Adobe Express.
 - **Design:** Photoshop, Illustrator, InDesign, Figma.
 - **Gen AI & Tech:** MidJourney, Sora, Gemini CLI, Google Flow, Prompt Engineering, Workflow Automation.
 - **Agency Workflow:** Storyboarding, Pre-viz, Social Formats (9:16/1:1), Jira/Trello, Asset Management.
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Professional Experience

2015 – Present | Goroll.uk (Bedford) Senior Freelance 3D & Motion Designer

- Delivering high-end 3D visuals and animations for diverse clients (architectural, product, event).
- Executing complete production pipelines: Brief -> Concept -> 3D -> Motion -> Final Edit.
- Specializing in "social-first" asset adaptation, ensuring brand consistency across formats.

03.2022 – 05.2025 | Confidential Animation Studio (London) Freelance 3D Designer

- **Prime Time TV Baking Show (Major UK Network):** Created detailed 3D animated visualizations of showstopper bakes for broadcast.
- **Workflow:** Translated reference photos into stylized 3D animations timed perfectly to VO scripts.
- Delivered broadcast-ready assets under strict weekly deadlines.

05.2024 – 11.2024 | Curious Element S.A. Creative Producer & Marketing Lead (Contract)

- **Launch Marketing:** Developed comprehensive campaigns and visual strategies for "Slap Fighter VR" launch.

06.2023 – 03.2024 | VR Factory Games S.A. Creative Producer & Motion Lead

- **Production:** Managed the production pipeline for "Workshop Simulator VR," directing design elements and ensuring smooth Agile implementation.
- **Strategy:** Created impactful ad strategies and drove community growth on social media (TikTok, YouTube).

03.2022 – 03.2023 | Fenix Insight Photogrammetry Consultant

- Designed an automated 3D scanning station for military equipment; processed high-fidelity models for AI training.

10.2017 – 09.2022 | Events Services PSAV / Encore Contract 3D Designer

- Created photorealistic 3D visualizations for large-scale events; optimized scenes for rapid rendering and AR/VR concepts.

2010 – 2018 | Various Studios (Stripe.land, 3Structures) Freelance 3D Artist

- Pre-viz for Kirin Ichiban 'Geido' commercial; technical modeling for construction clients.
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Interests

New Technology: AI Automation, Hardware **IT HomeLab:** Personal infrastructure & networking.