

Michal Koziatsek
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ABOUT ME

A young, post-graduate professional looking for opportunities to utilise his skills as a software developer, who works well in teams and has significant film industry experience. Graduated from NCCA (National Centre for Computer Animation) accredited MA Digital Effects course, at Bournemouth University, with core experience in visual effects technologies, additionally proficient with software design and Agile methodology.

SOFTWARE SKILLS

Languages:

- Python, C++, VEX (Houdini), MySQL

Technologies:

- CentOS, Git, PyCharm, Visual Studio Code, Houdini FX
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RELEVANT WORK EXPERIENCE & RESPONSIBILITIES

Python QA Engineer *Full time position at Filmlight, London, UK* *Apr 2019 - current*

- Designed unit tests for FL API and wrote bespoke transcoders for Netflix utilising it.
- Wrote scripts validating Baselight Fast Copy performance and linked it with custom database for regression tracking.
- Helped maintaining in-house QC scripts using Git.

CFX Technical Director *Full time position at MPC, London, UK* *Jan 2019 - Apr 2019*

- Worked on setups allowing other artists to control skin deformations and fur simulations on Lion King movie.
- Assisted writing Python scripts providing bridge between Houdini and Maya.
- Thoroughly tested and maintained old Python tools, reporting back to Lead Pipeline TD
- Sufficient working with bash shell within CentOS environment.

FX Technical Director *Full time position at One Of Us, London, UK* *Nov 2017 - Jan 2019*

- Creation of outstanding visual effects using Houdini for clients such as Disney and Netflix.
- Design of pipeline tools using VEX/Python to streamline work of other artists.
- Maintaining old tools and scripts, ensuring their compatibility with ongoing projects.
- Design and creation of C++ shaders for Mantra renderer. Customization and performance improvement of existing shaders on per shot basis.
- Providing a communication channel between artists and pipeline TDs to ensure correct versioning and documentation of in-house tools.

3D Technical Animator *Full time position at IKM, Aberdeen, UK* *Jun 2014 - Sep 2016*

- Design and creation of high quality 3D animations and visuals to support several business functions of IKM.

- Involved in projects working with laser scan data; concept design prototyping; development of training animations for offshore engineers and 3D printing custom engineering parts.
- Construction and management of a small renderfarm, to decrease render times and increase productivity.
- Optimisation of Vray/MODO shaders and render settings to optimise render times.
- Building the animation pipeline around 3ds Max, MODO and NUKE from ground up.

EDUCATION

Bournemouth University

Sep 2016 - Sep 2017

- MA, Digital Effects

Robert Gordon University

Sep 2010 - Sep 2014

- BSc(Hons), Computing for Graphics and Animation

VOLUNTEERING

Volunteer of Great Orchestra of Christmas Charity

Jan 2007, 2008

- WOŚP, Poland

ADDITIONAL SKILLS & EXPERIENCE

Communication

- Fluent in English, native in Polish
- Competent in report writing, essays and presentation delivery
- Experienced in taking, and communicating, feedback notes and directions

Teamwork and Leadership

- Participated in international projects interacting with people from diverse backgrounds
- Managed small independent animation projects, especially pre-production stage
- Undertaken supervisory training to improve performance of my team
- Student Representative at Bournemouth University

Organisational and Time Management

- Excellent time management skills. Experienced in working to deadlines including pre-production planning, managing workload within a team, solving unexpected technical problems and dealing with clients on day-to-day basis
- Initiated and delivered a new method of demonstrating working practice to new staff, which involved picking the team, organising meetings and leading the project towards completion

Creativity

- A passion for mathematics and problem solving and applying that passion to writing efficient programs
- Comfortable with thinking out of the box which applies both for problem solving and creative process of computer graphics
- Licensed BHPA paragliding pilot

MORE REFERENCES AVAILABLE ON REQUEST

Filmlight Steve Chapman Tel: (+44) 020 7292 0400 Email: steve@filmlight.ltd.uk 14-15 Manette St, Soho London W1D 4AP	IKM Testing UK Jules Smoke Tel: (+44) 1224 660459 Email: Jules.Smoke@uk.ikm.com Peregrine Road, Westhill Aberdeenshire, AB32 6JL United Kingdom	One Of Us James Brennan-Craddock Tel: (+44) 7709 139363 Email: james_bc@weacceptyou.com 57 Rathbone Place, London W1T 1JU
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