



Piotr Dankowski

3D Artist, AI Specialist & Educator

✉ piotr12451@gmail.com

☎ (+48) 505 286 064

📍 Warsaw, Poland

🌐 Portfolio

📺 YouTube

📷 Instagram

🖼️ ArtStation

Professional Summary

Experienced 3D artist, AI specialist, and educator with a strong foundation in Blender, Unreal Engine, and programming. Skilled in developing custom Blender addons, creating educational and architectural animations, integrating AI-driven solutions, and delivering interactive prototypes. Passionate about teaching STEM subjects in English and optimizing workflows through automation.

Education

2018 - 2023

Master's Degree (with distinction) in Media Arts & Visual Education (Intermedia)

Nicolaus Copernicus University in Toruń

2013 - 2016

High School Diploma, Profile: Mathematics, Physics & IT

1st High School of Nicolaus Copernicus in Toruń

Work Experience

Feb 2025 - Present

Teacher of Mathematics, Physics, and Computer Science in English

American Elite School (EXPERTUS.EDU.PL SPÓŁKA Z o.o)

- Deliver MHM (Mathematical Habits of Mind) and Oxford International curricula in English
- Develop lesson plans, assessments, and interactive learning materials
- Supporting students in preparing for international examinations and university admissions

May 2024 - Feb 2025

AI Specialist & Graphic Designer

GreenEnergy Sp.Z.o.o

- Designed and implemented 3D AI avatars in Unreal Engine with ConvAI integration
- Managed animation pipelines, UI creation, lighting setups, and rendering workflows
- Produced high-quality architectural visualizations and construction sequence animations

Nov 2020 - Mar 2024

Graphic Designer & 3D Animator

EduExpert Sp.Z.o.o

- Created educational animations for the Polish Ministry of National Education
- Utilized Blender, After Effects, Premiere Pro, and DaVinci Resolve to produce engaging multimedia content
- Coordinated end-to-end production: modeling, texturing, rigging, animating, and final editing

2021 - 2023

Animator & VFX Artist

TV Toruń (project-based)

Developed special effects and 3D animations for documentaries and promotional videos

Apr 2020 - Oct 2020

Film Editor

Spokostudio

Edited wedding films and promotional videos, managing sound design and color grading

Sep 2018 - Apr 2020

Freelance 3D Artist & Developer

Self-employed

- Delivered client projects in 3D modeling, graphic design, and custom app development
- Developed Blender addons: Oh My Gear, Oh My Graph, Oh My Lights, Oh My Time
- Game development contributions and architectural visualizations

Skills

Software Proficiency

Blender

Unreal Engine

Godot

Adobe Suite

DaVinci Resolve

Three.js

Technical Skills

Python

JavaScript

React

HTML/CSS

PyTorch

Git/GitHub

Languages

Polish (Native)

English (C1)

Courses

- Google - The Internet Revolution Course
- Three.js Journey - Bruno Simon Course
- Python - Code Academy Course
- Alive! Character Animation Course

Awards & Projects

Microcosmos Animation (2021)

Animation imitating electron microscope view of tardigrades and bacteriophages

Silver Blood Animation (2020)

First place at international animation competition 'Srebro' in Legnica

Visitation Animation (2019)

Finalist in poster and poster-animation competition at Wozownia Gallery

National Geographic Title Sequences (2021)

Created animated intros for National Geographic project

Board Game Design (2018)

Developed fully functional board game with illustrations and instructions

Showreel

[Watch on YouTube](#)