



Jakub Kowalski

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Łódź

About Me

I have been passionate about video games for as long as I can remember. I can learn and acquire skills quickly, I am creative and open to new ideas and experiences. I pay special attention to playability and detail in my projects. I have been interested in game development and the gamedev industry for 5 years, and in game design and software learning for 2 years.

Software and tools

- Unreal Engine 5
- Source: Portal 2, CS:GO
- Source 2: CS2
- Redkit: The Witcher 3
- Miro
- Microsoft Office Suite
- DaVinci Resolve
- Premiere, Photoshop, Illustrator
- Figma
- Microsoft Teams, Slack

Experience

Dradura Polska

Intern in communication department

Managing company's social media account; copywriting, preparing photos, graphics and content; support in communication; short video montage; other various tasks

(march 2023 – now)

Interests

Video games, technology and IT, pop culture, bonsai trees, wine making, politics, history

Cycling, calisthenics, running, skateboarding

Education

New Media and Digital Culture

Video Games Specialization
3rd year, bachelor's degree
Uniwersytet Łódzki
(2021 – now)

Skills

English - fluent
Russian - basics
Driver's license, cat. B

Personality

Creative
Fast learner
Full of ideas
Hard-working
Passionate about gaming