



Curriculum Vitae

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Graphic skills

Adobe Photoshop ◆ ◆ ◆
Adobe Illustrator ◆ ◆ ◆
Adobe After Effects ◆ ◆
Adobe Animate ◆
Unity3D GUI ◆ ◆
Unreal Engine UMG ◆
Cocos Studio ◆
SVN / Perforce ◆ ◆ ◆
Jira ◆ ◆



Education

2010-2014
Polish-Japanese Institute of Information Technology in Warsaw.
Direction: New media art
2005-2010
Mechatronic Technical No.1 in Warsaw.
Direction: IT
Specializing: computer graphics



Certificates

2011
Adobe Illustrator CS5 training
Module II in company IT MEDIA
2010
Certificat ECDL start
knowledge of Microsoft Office
2008
Driver license (cat. B)



Professional experience

03.2018-...

CD PROJEKT RED - UX/UI Artist

◆ **My responsibilities:** UX/UI design for GWENT: The Witcher Card Game.

01.2017-02.2018

TVN S.A. part of **Scripps Networks Interactive** - UI Designer

◆ **My responsibilities:** multiplatform (web, mobile, STB and smart TV) UI/UX design and requirements assembling for TVN player.pl application.

10.2014-01.2017

CreativeForge Games - UI Artist

◆ **Projects:**

- Hard West - Unity3D
- Phantom Doctrine - Unreal Engine

◆ **My responsibilities:** UI/UX design, UI composition using Unity3D GUI and Unreal Engine UMG, additional illustrations and textures.

03.2013-04.2014

McCANN Worldgroup / Momentum / MRM - Art Director

◆ **My responsibilities:** advertising, social media (Facebook, YouTube, Pinterest), fanpages, games and applications for Facebook and mobile devices, illustrations, photo retouching, leaflets.

08.2010-04.2013

Performance Media - Creative Graphic Designer

◆ **My responsibilities:** web layouts, social media (Facebook, Twitter, YouTube, Pinterest), fanpages, games and applications for Facebook and mobile devices, illustrations, character concepts, project management, advertising, animations, leaflets and business cards.