

Motion Designer

Career Summary

Motion Designer, Fenzy

11.2020-Now

As a Motion Designer at Fenzy, an esports-centric media house, my role encompasses comprehensive design and production of visual content, specializing in 3D animation, VFX, and 3D modeling. A significant part of my portfolio includes creating engaging animatic opener videos for various events, where I manage the entire process from ideation to post-production, including storyboarding, scene creation, character animation, prop modeling, and VFX. Proficient in Blender, Adobe After Effects, and other Adobe products, my contributions extend to key visuals for TV broadcasts, sports leagues, events, and social media.

06.2018-10.2020

Graphic Designer, BPO

As a graphic designer, I was responsible for crafting engaging animations for TV advertisements, designing creative graphics for online marketing campaigns, and creating product visualizations. Additionally, I developed visually appealing graphics for social media to effectively engage with our target audiences

Graphic Designer, Funny Case

05.2017 - 06.2018

In my initial role as a graphic designer, I designed social media content, created unique phone case patterns, and produced graphics for our website, laying the groundwork for my career in design

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Education

Informations Technology, ZSP no.1 in Brzesko

2012-2016

Skills

Tech: Blender 3D, AfterEffects, Photoshop, PremierePro, UnrealEngine, Substance Painter, Motion Design, Design, Key Visuals, 3D Modelling, 3D Animation, VFX, Lighting, Story boards, Digital Painting, ConceptArt

Languages

English

Polish