



CONTACT



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Warsaw, Poland



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PORTFOLIO

maciekkadziela.wixsite.com/portfolio

EDUCATION



Master of 3D Animation

University of Lower Silesia

2023 - 2025



Bachelor of New Media Arts

Polish-Japanese Academy of IT

2020 - 2023

MACIEJ KĄDZIELA

I am an artist, animator and graphic designer with expertise in **Adobe CC Package, Blender and Unreal Engine**.

I am a creative and well-organised person, fully committed to delivering highest quality results and thriving in team-work. In my career life, I value above all: artistic growth, achieving satisfying results and maintaining financial stability.

EXPERIENCE

SKY ENGINE AI, IT company

Lead 3D Animator

| V 2025 - now

- Creation and active development of an advanced, realistic human animation rig in **Blender**;
- Body & facial mocap animation creation, cleaning and modification in **Blender**;
- Designing work pipelines and maintaining documentation for the animation department.

VR Factory Games, game studio

3D Generalist

| III 2025 - V 2025

- Character modeling, texturing, rigging and implementation using **Blender** & **Unreal Engine 5**.

FRENZY, creative agency

Graphic/Motion Designer and Animator

| I 2024 - III 2025

- Creation of visual brand identities for various nationwide gaming TV programs and online/local events, using **Adobe CC**;
- Animation and montage of advanced title sequences in **Blender**;
- Management of the Art Department's workload.

Thirsty Skeletons, game studio

3D Animator

| VII 2021 - IX 2023

- Advanced rigging and realistic animation of humans, monsters and robots in **Blender**;
- Asset import and Blueprint modifications in **Unreal Engine 4**;
- Creation and adjustment of various weapon systems and ALS.

Mocap.Games, mocap animation studio

Junior 3D Animator

| IX 2020 - XII 2020

- Mocap animation cleaning and modification in **Motion Builder**.

Deep Thinking Rocks, game studio

Junior 3D Animator

| VI 2020 - VIII 2020

- Rigging and animation of characters and animals in **Blender**;
- Animation assets import into **Unreal Engine 4**.

S&S Media, IT company

2D Designer and Animator

| V 2019 - IV 2020

- Logo, banner and WWW sites' visual design;
- Creation of 2D animated ads in **Animate CC**.

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AWARDS



O!PLA 2024

BRONZE BUNDLE

I received 3rd place in the biggest polish animation festival for my film 'A Silky Scarf'

EXPERTISE

Photoshop



After Effects



Premiere Pro



Blender



Illustrator



Unreal Engine 5



Motion Builder



LANGUAGES

Polish (MLT)



English (C1)



German (A1)



MACIEJ KĄDZIELA

ADDITIONAL EXPERIENCE

CYBERIADA

A nationwide game development program created by the **Polish Ministry of Digital Affairs** to encourage students from all over Poland to gather into small teams and create video games under the supervision of industry professionals.

Mars Rover, game studio

Creative Director / Team Leader

IV 2025 - now

- Planning out the production pipeline using **Excel**;
- Creating and supervising tasks using **Trello**;
- Ensuring a cohesive creative vision for the game by providing feedback across all departments;
- Meeting organisation, fostering team morale and motivation.

3D Animator

X 2024 - now

- Creation and active development of animation skeletons for all characters in **Blender**;
- Rigging, animation and implementation of all characters using **Blender** and **Unreal Engine 5**;

2D Artist / Animator

X 2024 - now

- Character concept art for all characters using **Photoshop**;
- Storyboarding, hand-animating and putting together cutscenes using **Blender Grease Pencil** and **Premiere Pro**;

Narrative Designer

X 2024 - now

- Story and character design;
- Designing and arranging game levels in **Unreal Engine 5**;
- Creating visual schematics for the team, so that everyone has a clear overview of the game's story and events;

FREELANCE

As a freelancer, I created **portraits**, **illustrations**, **2D animations**, **stickers**, designed **logos**, **banners** and **websites**.

NEXT LEVEL Agency, creative agency

Motion Designer

XI 2023 - II 2025

- Creating 2D animated ads for social media posts and live streams using **Photoshop** and **After Effects**.

ANIMATED SHORT FILMS

I directed, storyboarded, animated, edited and sound designed two films, entirely by myself, as part of my Bachelor's Degree.

A Silky Scarf (2024), 13 min 45 s

1 Award, 1 Nomination, 2 Selections

X 2022 - IX 2023

Devid (2022), 2 min 32 s

1 Finalist, 1 Selection

III 2022 - V 2022