





CONTACT

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 @the_arty_knight

SOFTWARE

Blender	<div></div>
Premiere Pro	<div></div>
Photoshop	<div></div>
Inkscape	<div></div>
After Effects	<div></div>
Unreal Engine 4	<div></div>
Motion Builder	<div></div>

LANGUAGES

Polish (MTL)	<div></div>
English (C1)	<div></div>

Maciej Kądziela

I am an artist specialized in graphics design and animation. Since a young age I've been learning various software such as: **Photoshop**, **Blender** and **Premiere Pro**. I am fluent in the creation of raster/vector graphics and 2D/3D animation. I am a creative person, fully committed to the projects I am a part of, who enjoys a good team-work. Things I value the most in my career life are: artistic growth, satisfactory results and financial stabilization.

EXPERIENCE

Thirsty Skeletons, games studio | VII 2021 - now
3D Animator

- 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 | IX 2020 - XII 2020
Junior 3D Animator
- Mocap animation cleaning and modification in **Motion Builder**.

Deep Thinking Rocks, games studio | VI 2020 - VIII 2020
Junior 3D Animator
- Rigging and animation of characters and animals in **Blender**;
- Animation assets import into **Unreal Engine 4**.

S&S Media, IT company | V 2019 - IV 2020
2D Designer and Animator
- Logo, banner and WWW sites design;
- Creation of 2D animated ads.

2D PORTFOLIO

maciekkadziela.wixsite.com/maciejkadziela

EDUCATION

Polish-Japanese Academy of IT | 2020 - 2023
Achieved title: **Bachelor of New Media Arts**

Technical School no. 1 in Warsaw | 2016 - 2020
Achieved title: **IT Technician**