

RAFAL CZARNOWSKI

Digital Creative

Edinburgh, UK

czar.rafal@gmail.com

0793 628 5536

rafalczarnowski.com



PROFILE

Final year Creative Computing student, achieving 1st class Honours Degree. Currently working as a part-time AV, Media and Equipment Technician at the University of Edinburgh Business School. Experienced in the full production process of digital media content creation including virtual reality experiences, architectural visualizations, 3D graphics, videos and motion graphics.

EDUCATION

- 09/2013 - 05/2016 **Creative Computing, Edinburgh Napier University**
Bachelor of Science
- 09/2011 - 05/2013 **Computer Science and Artificial Intelligence, University of Edinburgh**
Undergraduate Certificate in Higher Education
- 09/2008 - 05/2011 **International Baccalaureate World School 0704**
IB Diploma

WORK EXPERIENCE

- 10/2012 - ongoing **AV, Media and Equipment Technician - University of Edinburgh Business School**
Provision of digital media services for the School (video production, motion graphics, design). Maintenance of School's lecturing equipment and provision of AV/IT support.
- 09/2015 - 01/2016 **Virtual Reality Designer (Placement) - Pixel Stag**
Full production of a VR experience (Fetal Development Explorer) for Oculus Rift platform.
- 05/2015 - 08/2015 **Creative Computing Intern - Pixel Stag**
Design and creation of a proof-of-concept virtual reality demo for Oculus DK2 headset.

PROJECTS

- 07/2015 - 08/2015 **Kickstarter Campaign Video - Minimalissimo**
Production of a promotional video for a Minimalissimo Magazine Kickstarter Campaign. The Magazine got fully crowdfunded in September 2015, for a total pledge of over £11,000.
- 01/2015 - 04/2015 **Interactive Environment in Unreal Engine 4 - Independent Project**
Creation and integration of an interactive room inside of Unreal Engine 4, utilizing the newly emerging Nvidia technologies - FleX for physics interactions and VXGI for lighting.
- 12/2013 - 01/2014 **3D Animated Advert - Sigden**
Production of a 3D animated advert for Sigden ceiling TV mounts. Process included pre-production, 3D modelling and animation, rendering and video editing.
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CREATIVE SKILLS

3D Design Software	Experienced in Autodesk Maya, Octane Render, Zbrush, Unreal Engine 4 3D creation using good reference material, with attention to detail, excellent use of high-to-low poly workflow and clean topology maintenance.
Adobe Creative Suite	Thorough knowledge of Photoshop, Illustrator, Premiere Pro, After Effects Design and production of assets for 2D based media, including video and still images.
Other	Digital Photography, Cinematography Experience with HDR probe creation for CG lighting, knowledge of good video composition.

TRANSFERABLE SKILLS

Teamwork	Creative Collaborations, 48h Film Projects My experience with 48h Film Projects showcases my teamworking skills especially well. I was able to complete various editions of it, with the team winning numerous awards.
Initiative	Society Committee Member I was voluntarily on the committees of the Edinburgh Movie Production Society and Edinburgh University Polish Society, where I was deeply involved with the societies' organisation side.
Communication	AV/IT Support Provision, Client Works Communicating with clients and staff requiring AV/IT assistance on daily basis shows that good communication, without ambiguities, is deeply embedded in my work ethic.

LANGUAGES

Polish	Native
English	Fluent FCE and CAE certificates

REFERENCES

Available on request
