

RAFAL CZARNOWSKI

Digital Creative

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PROFILE

Since 2008, I have worked on a variety of creative projects, ranging from video productions, through to animation and motion graphics, currently focusing on 3D design and VR. With working experience of the entire 3D content production pipeline, I am able to work on a wide range of projects, being part of a team at various stages of the creative process.

EDUCATION

- 09/2013 - 05/2016 **Creative Computing, Edinburgh Napier University**
Bachelor of Science, 1st Class Honours Degree
- 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
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WORK EXPERIENCE

- 08/2016 - ongoing **Real-Time Visualization Specialist - Soluis Group**
Design and production of interactive, real-time rendered visualizations for HTC Vive and Oculus Rift using Unreal Engine 4 and Unity 5.
- 10/2012 - 07/2016 **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 - 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.
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FEATURED PROJECTS

- 01/2016 - ongoing **Buzludzha VR - Collaborative Project**
Design and production of an immersive virtual reality experience that made an impact on local and international communities. For more info, visit: buzludzhavr.com
- 01/2015 - 04/2015 **Interactive Environment in a Game Engine - 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.
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CREATIVE SKILLS

- 3D Design Software **Experienced in Autodesk Max, Autodesk Maya, Octane Render, Zbrush, Unreal Engine 4 and Unity 5**
3D asset creation using good reference material, with attention to detail.
- 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
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TRANSFERABLE SKILLS

- Teamwork **Creative collaborations, 48h Film Projects**
My experience with 48h Film Projects showcases my teamworking skills especially well. I was able to be a complete various editions of it, with the team winning several 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 **Projects at Soluis Group**
Communicating with clients and withing the design team on daily basis shows that good communication, without ambiguities, is deeply embeded in my work ethic.
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LANGUAGES

- Polish **Mother Tongue**
- English **Fluent**
FCE and CAE certificates
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REFERENCES

Available on request
