

## Profile

Concept Artist, Graphic Designer, and Video Editor with five years of experience at Cubepotato Games studio. Developed seven games in various genres and participated in four gamejams. Can work under time pressure. Work at the studio involves providing and visualizing ideas, creating graphics directly for games, and editing advertisement videos.

## Professional Experience

### Lead Artist

Sep 2017 – present

Cubepotato Games 

Wroclaw, Poland

- Created many concept arts
- Painted graphics directly for game
- Developed seven games in various genres
- Edited video materials promoting the games
- Provided and visualized many ideas

## Awards

### Second place on the HackYeah2022 gamejam

20 Nov 2022

Game: 1920: Telegraphist [Unity, 2D, Rhythm Game]

Theme: Polish Great Battles

## Skills

Visualizing Ideas



Adobe Photoshop



Video Editing



Blender



2D Stop Motion  
Animation



## Languages

English



Polish



## Interests

### Photography

Looking for beauty in an everyday chaos

### Music Production

Fire

## Projects

### Layers of Roots [Gamejam]

2023

[Unity, 2D, Cinematic action adventure] [Krakjam 2023]

- Animated main character and monsters using stop-motion technique
- Created 5 animations for the main character and 4 for the monsters
- Painted 29 2D assets for the game

### 1920: Telegraphist [Gamejam]

2022

[Unity, 2D, Rhythm Game] [HackYeah2022: Great Polish Battles - #2 place]

- Painted 19 2D assets for the game

## The child of apocalypse [Gamejam]

2022

[Unity, 2D, Platformer] [Steelworks Jam: 5th place]

- Animated main character and horse using stop-motion technique
- Painted over 20 2D assets for the game

## Decorporation [🔗](#)

Jan 2022 – Aug 2022

[Unity, 3D, FPS]

- Responsible for creating teaser and trailer for the game
- Supervised the creation of the opening cutscene

## ANTYGEDDON [Gamejam] [🔗](#)

2019

[Unity, 2D, Arcade] [Zostań w domu rób gry gamejam]

- Animated main character and horse using stop-motion technique
- Painted all 2D assets for the game

## UBO2 [🔗](#)

Apr 2019 – Sep 2019

[Unity, 3D, FPP, Platformer]

- Designed and redesigned 4 levels

## UBO [🔗](#)

Sep 2018 – Nov 2018

[Unity, 3D, FPP, Platformer]

- Designed 2 levels