

# FILIP WŁODARCZYK

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WARSAW, POLAND

## PORTFOLIO



- ARTSTATION: MOBILOS
- DEMO REEL: YES
- PDF: HERE
- [CLICK HERE](#)



## LANGUAGES

ENGLISH: B1 / B2  
POLISH: NATIVE



## ABOUT ME

Graphic designer with passion and profession. My 3D journey started back in 2010 with basics of modeling. In 2016 I started graphics studies where I improved my knowledge in composition basics, traditional arts and movie-making. In addition, I extended my skills in photorealistic rendering and texturing.

I have been gaining experience in various fields - from gamedev, through preparing models for AR apps to currently making textures and shading for LookDev assets. Also I also worked with other artists to make a mod for *Squad* game, where I was responsible for making infantry weapons.

In private life, I keep an active and healthy lifestyle by working out participating in seasonal sports. I am also passionate about firearms and thus, I am interested in FPS games.

## PROJECTS FOR COMPANIES LIKE

3M

ACTIVISION

TWO INTERNATIONAL  
ENTERTAINMENT  
COMPANIES

## SOFTWARE



Unity



Arnold



ZBrush



Maya



3ds Max



Painter



Premiere Pro



After Effects



Illustrator



Photoshop



InDesign

## SKILLS & STRENGTHS

- ability to work in team
- 7+ years of experience in hard surface modeling
- ability to solve ongoing issues
- graphic design & video editing
- 5+ years of experience in PBR texturing
- responsibility, communication skills and openness
- ability to interpret and apply received feedbacks
- photorealistic rendering using V-Ray or Arnold



## WORK EXPERIENCE

V 2023 - VI 2024

### JUNIOR ASSET LOOKDEV ARTIST - PLATIGE IMAGE

Texturing and shading of assets for cinematic projects like:

- Call of Duty: Modern Warfare III (2023)
- two unannounced AAA game projects
- texturing and shading of key asset weapons for an unannounced FPS project

IX 2021 - IV 2023

### 3D GRAPHIC DESIGNER - TRANSITION TECHNOLOGIES PSC

Modeling hard surface objects for AR, projects for companies like:

- 3M (2021)
- Vertiv (2021)
- launched app for Appstore/Google Play - *TT Xmas* (2022)

IX 2020 - IX 2021

### 3D/ENVIRONMENT ARTIST - GAMBIT GAMES

Modeling and texturing hard-surface environment assets and importing into Unity for games like:

- Aircraft Carrier Survival (2022)
- Stargate: Timekeepers (2024)
- two unannounced titles

X 2017 - V 2020

### GRAPHIC DESIGNER

Designing product offers, newsletters, website graphics, photographing products:

- Unicom International (V 2018 - V 2020)
- studio55 (X - XI, 2017)



## ADDITIONAL EXPERIENCE

II 2020 - VIII 2020

### GRAPHIC DESIGNER - SIEMA BUG FESTIVAL (2020)

2D design, videoclips editing for social media sites, landing page design using tools/platforms of Wordpress/Divi. Being „**a man of special tasks**” in opinion of event organizer.



## EDUCATION & COURSES

2016 - 2019

### WARSAW SCHOOL OF INFORMATION TECHNOLOGY IN WARSAW BACHELOR'S DEGREE IN ARTS - „MULTIMEDIA TECHNOLOGIES” SPECIALISATION

2011 - 2012

### GAME DESIGN - BASICS OF MAKING AN FPP GAME IN UNREAL ENGINE

## HOBBY



FPS Games



Workout



Taekwondo ITF  
I Dan



Firearms



Theatre