

Profile

Qualified professional (Visual Effects Artist) with 1st Class BA in Digital Animation. An extremely capable 3D artist, animator and designer able to offer a unique creative contribution, combined with excellent technical skills. Demonstrable creative flair with an attention to detail. From a culture that believe in hard work. Dedicated, passionate and committed to a career in Visual Effects. Experienced and able working on own initiative and as part of a team.

Generalist in all aspects of CG. Specialising in organic and hard surface modelling for animation, texturing and rigging (joins setup and skinning).

Education

2009-2012: University of West London	BA (Hons) Digital Animation Specialist	Grade - 1 st class
2008-2009: University of the Arts London	ABC Diploma in 3d Modelling & Animation	Grade - distinction

Key Skills

Autodesk Maya - Advanced knowledge	Modelling - (3Ds max, ZBrush)
Autodesk 3Ds Max - 5 years experience	Texturing - (ZBrush, Photoshop)
ZBrush v3.1, v3.5r3, v4, v4r3 - 4 years experience	Rigging - (Maya,3Ds max)
Photoshop vCS4, vCs5 - 4 years experience	Lighting and rendering - (Vray, Mental ray)
Topogun - 2 year experience	Hair and Fur - Maya Hair, Shave and Haircut
UV layout - 2 years experience	3D animation - (Maya, 3Ds Max)
Adobe After Effects vCS4, vCS5 - 3 years experience	2D animation - (After effects)
Adobe Premiere - 2 years experience	Storyboarding

Career History

Visual Effects Artist *Parachute Studio* **(October) 2012 - Present**

Involved in all aspects of the animation process, but in particular; character and environment design, character modelling, architectural modelling to a plan, hard surface modelling to a reference (e.g. a mobile phone for Firefox commercial), character and environment texturing, rigging, 3D animation and camera animation.

Created a series of short animations from a given script. This had to be translated into a visual language that conveyed a cohesive message to the viewer and involved character and environment design and creation, layout of environments and characters for scene and shot composition.

Working as part of a team, on a variety of customer based animation projects to a tight deadline, has given an appreciation of the importance of developing efficient lines of communication between the different roles within the group dynamic.

Customer Services *First Great Western* **(January) 2008 - (October) 2012**

Working directly with the public has required the development of excellent communication and inter-personal skills, problem solving skills and learning to work efficiently under pressure.

Pawel Olszewski

Achievements

Revenant - A short film, designed and created main character as part of a group project it involved character modelling, texturing and rigging also responsible for creating wall explosion and lighting, rendering, animation and compositing. Software used: 3Ds Max, Maya, ZBrush, After Effects.

Life Force - A short 3D animation movie, created as final year major project. This encompasses the complete life-cycle (e.g. story-boarding, character environment design, characters modelling, character animation, texturing, rigging, lighting, rendering, particles, dynamics, etc.) of an animation short, from conception to realisation.

Working full-time in Customer Services with 1st Great Western whilst undertaking a full-time degree has required a high level of organisational and time management skills, together with total commitment, passion and dedication to animation. This has resulted in achieving a 1st class degree.

Hobbies and Interests

Interested in the Creative Arts and actively enjoy drawing, painting and sculpting. Creating music on the computer. Enjoy a healthy diet and physical exercise, having a regular weight lifting regime and attend a local gym. A fascination in technological innovations, particularly in the field of computer hardware and software.

Personal information

Nationality: Polish

Marital Status: Married

Full UK driving licence

References: available on request.