

Resume of Andrzej Kozlowski MSc

Contact

Address Kolbing 11
A-4710 Pollham
Austria (EU)
Telephone 0043 (0) 7248 65 2 65
Mobile Phone 0043 (0) 650 65 2 65 01
E-Mail andrzej.kozlowski@gmail.com
Homepage www.capkosmaty.com
Skype capkosmaty

Personal Data

Name Andrzej Kozlowski
Marital Status single
Nationality Polish
Date of Birth May 7th 1984
Place of Birth Lodz, Poland

Objective

- 3D character modeling
 - 3D asset modeling
 - digital sculpting
 - texture painting
- OR
- cinematic design

Skills

- polygon modeling
- digital sculpting
- sketching and drawing
- digital painting
- texture painting
- cinematic design
- lighting
- rendering
- editing

I also have **basic** knowledge of object-oriented **programming** (Java, C++), which is a good basis for **scripting** tasks and simplifies **communication** with **programmers**.

Software Skills

Autodesk Maya 2009	+++	Legend	
Autodesk 3ds max 2008	+	+++	professional level
Softimage XSI 6	+	++	excellent level
Pixologic ZBrush 3.1	+++	+	advanced level
Autodesk Mudbox 2009	+		
Adobe Photoshop CS3	+++		
Unreal Engine 3 (as artist)	++		
Adobe After Effects CS3	+++		
Apple Shake 4	++		
Adobe Premiere CS3	++		

Soft Skills

I (am)...

- a great teamplayer
- punctual
- bear attention to detail
- always do my best
- reliable
- accurate
- appreciate critique
- help however I can
- eager to learn
- friendly
- learn from critique

Languages

Polish	native tongue
German	native tongue
English	second nature
French	basics in script and speech
Japanese	almost forgot everything

Awards

- Nov. 2008** **Mackie Award** for **Best Visual Design** at the 5th International Machinima Festival in New York, USA - for **Apocalypse Ex Machina**
- Nov. 2007** **Media Cube Award** for the **Best Computer Game** at the Media Gala 2007 in Linz, Austria - for **Delta Strike**
- Feb. 2008** **Academy Award** (Best Animated Short Category) for **Peter and the Wolf** (I worked there as a **digital compositor**)

Nominations

- Oct. 2008** **Best Technical Achievement** and **Best Sound Design** at the 5th International Machinima Festival in New York, USA - for **Apocalypse Ex Machina**
- Jul. 2008** **Best Animation** at the Media Gala 2008 in Linz, Austria - for **Apocalypse Ex Machina**

Work Experience

- Feb. 2006 – Jul. 2006** **in:** Se-Ma-For Produkcja Filmowa, Lodz, Poland
at: Peter and the Wolf stop-motion animation (**Academy Award winning**)
as: digital compositor (internship; rotoscoping,tracking,layering)
- Oct. 2006 - Jun. 2008** **in:** University of Applied Sciences, Hagenberg, Austria
at: digital **sculpting** with **ZBrush** workshop
at: character polygon **modeling** in Autodesk **Maya** workshop
at: special effects with Autodesk **Maya particles** introduction workshop
as: tutor

Education

- Oct. 2006 – Oct. 2008** University of Applied Sciences, Hagenberg, Austria
Digital Media (**Animation and Postproduction** focus)
Degree: **Master of Science in Engineering (MSc)**
Thesis: Evolution of Machinima - an Investigation into Future Developments Based on Past and Present Trends (German)
- Oct. 2003 – Sep. 2006** University of Applied Sciences, Hagenberg, Austria
Media Technology and Design
Degree: **Bachelor of Science in Engineering (BSc)**
Thesis: Description and Comparison of 3D-Modeling and Sculpture (German)
- Sep. 1995 – Jul. 2003** secondary school (Gymnasium), Wels, Austria
focus on **foreign languages**
matura graduation