



## Aleksander Kowalczyk

born 04-10-1990

Błonie /  
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Poland

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### Main Skills

- Knowledge in the field of design, composition and color theory
- Proficient with Adobe software: AfterEffects, Illustrator, Photoshop, InDesign
- Experience in creating illustration and game art digitally and with traditional media: pencil, ink, watercolor, poster paint

### Secondary Skills

- Good knowledge of concepts behind 3d graphics and basic skills in 3d Studio Max and Cinema4D
- Intermediate knowledge of HTML/CSS, basic jQuery
- Intermediate knowledge of specifications for printed media and broadcast-ready video
- Basic familiarity with Unreal Engine 3
- Basic knowledge of Photoshop scripting

### Work Experience

- 2015 - 2016 - Contract artist for 3d Realms / Interceptor Entertainment - Retro/2.5d assets
- 2014 - 2015 - Aeria Games Europe GmbH - Extended Graphic Design internship - Promotional & event media, UI graphics and secondary art assets
- 2013 - 2014 - Caravel Games - Game art assets, illustrations and promotional media, mainly for DROD: The Second Sky
- 2011 - 2012 AR2 Motion Graphics Studio - motion graphics, animation & creating/adapting animation-ready vector designs
- 2010 - 2016 - Retrocade.net - independent retro game studio - co-founder, artist & designer. Latest completed project: Monstro: Battle Tactics (Available on Steam)

### Education

- 2010-2012 - Warsaw School of Advertising - Graphic design

### Languages

- Fluent spoken and written English
- Polish native speaker

### Interests

- Art in general - mostly paintings
- Video games of the 16-bit / 90's era
- Movies and books - fantasy and sci-fi/cyberpunk
- Playing electric and bass guitar,

