

Agnieszka Nogalska

3D ARTIST

Portfolio

agnieszkanogalska.com

Contact

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I currently live in Stockholm,
Sweden.

Technical Skills

Autodesk Maya
Photoshop
Zbrush
SpeedTree
Substance Painter
Substance Designer
Marmoset Toolbag
Unreal Engine

Profile

I'm currently a student of 3D Graphics at Futuregames in Stockholm. I love to challenge myself and constantly discover new techniques in making 3D art.

Education

3D Graphics , Futuregames, Sweden	2017 - present
Specialized Translation , Vistula University, Poland	2011 - 2012
Economics , BA, Spec. International Trade, Vistula University, Poland	2008 - 2012
English Philology , MA, Spec. Linguistics, University of Warsaw, Poland	2006 - 2011

Work Experience

Vegetation Art Intern , Avalanche Studios, Sweden	Jan.2019 - present
Sales Assistant , Zara, Sweden	Aug.2016 – Dec.2018
Waitress , Cafe Cappucino, Sweden	Jan. - Aug. 2016
Waitress , Cafe Belmondo, Sweden	July - Oct. 2015
English Teacher , Medical University of Warsaw	Oct.2013 - Jun2014
Translator, Assistant , Vistula University, Poland	Aug.2011- Sep.2013
Receptionist, Waitress , SRBA, Rhode Island, U.S.	July - Oct. 2010
	July - Oct. 2009
English Teacher , Teacher's One, Poland	Mar.2008- Feb.2009
Assembly Worker , Quad Graphics, Wisconsin, U.S.	July - Oct. 2007

School Projects & Other Merits

Knåddskogen, a single-player, exploration game,
Unity
Responsibility: Environment Art (vegetation)

Heading Home, a single-player, adventure game,
Unreal Engine
Responsibility: Environment Art (vegetation)

Carvellin, a third-person, racing game, Unreal Engine
Responsibility: Environment Art

Rookie Awards 2018 Finalist, category: Game
Development

Best Execution in Art, Swedish Game Awards 2018
Game Project: Knåddskogen

Gamers' Choice, Swedish Game Awards 2018,
Game Project: Knåddskogen