

★ <http://stanislawmalc.com/>

🏠 Gdańsk

in [linkedin.com/in/stanislaw-malc](https://www.linkedin.com/in/stanislaw-malc)

✉ contact@stanislawmalc.com

☎ +48 793 299 330

STANISŁAW MALC



PROFESSIONAL EXPERIENCE

June 2018 -
At Present

Nlightnin Production (SOPOT) Environmental & Technical Artist

- 3D Asset Creation and optimization for VR environments
- PBR Texturing and Material Creation
- Level and Environmental Art for Virtual Reality
- Programming Shaders in Unreal Material Editor
- Game Design and Visual Scripting with Unreal Blueprints
- Performance optimization for Virtual Reality standards
- Visual Effects and Cinematics Preparation

January 2011 -
June 2018

EASTEND.PL (GDAŃSK) Media and Photography Specialist

- Creative media preparation (advertising videos, web and print advertisement, 360-degree presentation)
- Taking professional product and marketing photos and post-production photography
- Technological improvement of product photos: testing and implementing of own ideas to improve the photo process
- Conducting and organization of photo shoots

June 2011 -
January 2017

OWN STUDIO (GDAŃSK) Photographer

- Photographing and editing of product and marketing photos
- Realization of customer orders in fashion and lifestyle photography for advertising purposes

SKILLS

- 3D Modeling – Blender, Modo, 3Ds Max
- Texturing – Substance Suite, Quixel Suite, Materialize, Meshroom
- Knowledge of Unreal Engine, Unity
- Programming Shaders and Materials
- Photogrammetry and Photography
- Visual and Sound Effects design
- Scripting in C#, C++ and Python
- Graphic Design – Photoshop, Affinity Photo, Illustrator, Indesign, CorelDraw, Inkscape, Lightroom, Aftershot Pro
- Version Control System - Git

FOREIGN LANGUAGES

English:
B2

German:
A1

PERSONALITY TRAITS

HIGH PERSONAL CULTURE
GREAT TIME ORGANIZATION
SELF-CONFIDENCE SELF-CONTROL
CREATIVITY TEAMWORKING
RESPONSIBILITY PATIENCE
ORGANIZATIONAL SENSE

INTERESTS

Programming, New Technologies,
Computer Games, Music, Kendo

NON-COMMERCIAL PROJECTS

January 2017 -
At Present

FALLOUT CASCADIA Props & Environmental Artist

- Hard Surface modeling of new assets
- Texturing new assets in Substance Painter and Photoshop
- Sculpting and retopologizing new assets
- Retexturing and modifying outdated assets
- Asset optimization for Bethesda's Creation Engine

EDUCATION

October 2016 -
June 2019

GDAŃSK SCHOOL OF BANKING

Obtained Bachelor's Degree in Information Technology
Specialization: Multimedia and Computer Graphics

October 2014 -
June 2015

NOVA – EDUCATIONAL CENTRE

Obtained graduation certificate in specialization:
Multimedia computer graphics

October 2012 -
June 2014

TRICITY PHOTOGRAPHIC SCHOOL

Obtained graduation certificate with high marks and
professional accreditation

I hereby give consent for my personal data included in my offer to be processed for the purposes of recruitment, in accordance with the Personal Data Protection Act dated 29.08.1997 (uniform text: Journal of Laws of the Republic of Poland 2002 No 101, item 926 with further amendments).