



# JACEK KURZEJA

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🏠 Kraków

## ABOUT ME

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I have been creating graphics since 2010 and working professionally since 2012, continuously developing my skills in both 3D and 2D graphics. I am characterized by attention to detail, creativity, commitment, and a quick learning ability.

## SKILLS

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Autodesk 3D Studio Max

Adobe Substance Painter

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

Figma

Arnold Renderer

V-Ray

Product Design

Graphics Design

Desktop Publishing (DTP)

## EDUCATION

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**Management** 2016-2021

Computer Graphics and Advertising

The School of Management  
and Banking in Cracow

## PROFESSIONAL EXPERIENCE

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### GameFormatic S.A. - 3D Generalist

Jan 2024 - Present

In the role of a 3D Generalist, I designed high-quality stylized environment scenes for PC simulator games, delivering great level design, custom shaders, and optimized assets for seamless performance.

### Clipo Labs - 3D Generalist

Apr 2020 - Dec 2023

As a 3D Generalist, I specialized in designing stylized environment scenes for mobile games, including custom shader creation, special effects, and performance optimization to ensure efficient game experience.

### Perfect Media - Lead Graphics Designer 2D/3D

Jul 2015 - Mar 2020

Design of trade show booths, production preparation for booths, creation of highly detailed visualizations, promotional and marketing materials, web and outdoor campaigns. Occasional VR walkthroughs for selected exhibitions.

### Freelancer

Jul 2011 - Present

Design and creation of 2D and 3D graphics, product and architectural visualizations, complete game and app models, textures, promotional and marketing graphics, logos, full branding (including building signage), and technical descriptions.