

Maciej Godzina



Personal Info

Address

Stockholm, Sweden

Email

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LinkedIn

linkedin.com/in/maciej-godzina

Skills

Unreal Engine

Unity Engine

Adobe Illustrator

Adobe Photoshop

Adobe After Effects

Adobe Premiere Pro

Blender

Illustration

User Interfaces Design

User Experience Design

Vectorworks Designer

Photo and video editing

Animation

Teamwork

Languages

Polish - Native

English - C1

Work History

2024-02
- 2024-08

UI Artist / 2D Artist

Starbreeze Entertainment, Stockholm, Sweden

starbreeze.com

- Vector Illustration
- Creation of UI Icons and UI Elements
- UI Mockup and UI Bible creation with the use of Figma
- 3D Icons Rendering with the use of Internal software
- Unreal Engine implementation of UI Elements such as: Icons, 2d assets, UI elements, Video and UI Animation
- Creation and implementation of UI Prefab and elements with the use of Unreal GUI system
- UI and UI elements bug fixing with the use of Unreal Engine
- Video and Animation editing with use of Adobe Premiere & Adobe After Effects
- Creation and Organisation of UI Documents and UI Bible

2023-01
- 2024-02

UI Artist / UI Technical Designer

Ringtail Interactive, Stockholm, Sweden

ringtailinteractive.com

- Responsive UI Implementation with use of Unity UI Toolkit System
- Research on new Unity UI Workframe
- Creation and maintenance of the documentation for the UI Team needs
- Creation of UI Layouts for Project Needs
- Creation elements such as buttons, backgrounds, and icons
- Vector Illustration

2021-06
- 2023-01

Junior UX / UI Designer

Ringtail Games, Stockholm, Sweden

ringtailgames.com

- Creation of UI Layouts and elements such as buttons, backgrounds, and icons
- Creation of vector Illustration
- Rendering and lite modelling of 3d icons
- Designing UI/UX Flow for mobile games features
- Creation and implementation of UI Prefab and Elements with the Use of Unity UI system
- Animating UI elements with the use of Unity keyframe animation system
- Work with the sequencer for needs of UI and UI animations

2020-07
- 2021-07

UI Designer / 2D Artist

Pixel Storm, Wrocław, Poland

pixelstorm.pl

- Creation of UI Layouts and elements such as buttons, backgrounds, frames for mobile games
- Creation of UI Prefabs in Unity for mobile games
- Animating UI Elements and UI Section with use of Unity Engine
- Creation of Unity 3d game level scenes based on premade 3d assets for mobile games
- Creation of marketing assets such as screenshots, commercials banners, concept app icon
- Creation of game promotional video
- Creation of 2d and 3d animation to the needs of promotional video

2019-10
- 2020-02

Junior UI Designer

Taploft, Wrocław, Poland

taploft.com

- Creation of UI for mobile games
- Creation of marketing assets (such as screenshots, commercials banners)
- Drawing UI elements, app icons and in-game assets based on premade sketches
- Creation of UI mock-ups for programmers

2019-09
- 2019-10

UI Designer Trainee

Taploft, Wrocław

taploft.com

- Creation of graphics and illustrations in Adobe Photoshop and Adobe Illustrator
- Introduction to user interface theory
- Creation of UI window for mobile games out of premade assets

2019-04
- 2019-12

- Creation of UI icons for mobile games
- Introduction to UI "Mockup Software" Operations on image files for usage in mobile games

Content Creator for Video Department

Grupa Popularne Sp.zo.o. sp. k, Rzeszów, Poland

popularne.pl

- Designing raster graphics in accordance with the guidelines that apply to the needs of online articles and websites
- Editing Videos and creating animations for the specific needs of various websites
- Translation of the delivered material in English into Polish

2017-04
- 2017-06

Graphic Designer

Tryumf sp.zoo. , Graphic Design Department, Stalowa Wola, Poland

tryumf.com

- Creating projects of medals and plates for trophies utilizing vector techniques
- Preparing files for casting, printing, websites and paint filling
- Preparing photos for publication
- Involvement in projects that involved designing graphics(graphic designs) applied to medals, tablets and statuettes
- Preparation of files for engraving, cutting and printing

2015-06
- 2015-06

Trainee Graphic Designer

Tryumf sp.zoo. , Graphic Design Department, New product design department, Stalowa Wola, Poland

tryumf.com

- Preparing files for casting, printing, websites and paint filling
- Creating projects of medals and plates for trophies utilizing vector techniques
- Involvement in projects that involved designing graphics (graphic designs) applied to medals, tablets and statuettes
- Preparation of files for engraving, cutting and printing
- Preparing photos for publication

Education

2015-10
- 2018-06

University of Information Technology and Management in Rzeszów

Bachelor's degree Graphic Design and Multimedia production speciality: Design

2018-10
- 2020-07

University of Lower Silesia in Wrocław

Master's degree Journalism and social communication (External studies) speciality: 3D Animation and Special Effects in Media

Volunteering

- 2021-07

tf2pickup.org

- Creation of UI Layouts, Graphic elements and animations for the following websites and discord servers:
tf2pickup.pl, tf2pickup.fr, tf2pickup.cz, tf2pickup.de, tf2pickup.es

2022-12
- 2023-09

teamfortress.tv

- Creation of UI Layouts and graphic assets for video live broadcast