



WOJTEK JANICKI

PRODUCT DESIGNER & 3D GENERALIST

My strength is a creative and conscientious approach to projects and great organization. I appreciate the other insights and clear communication. Taking up new challenges is something that drives me, because it's always an opportunity to expand my competences.

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EDUCATION

- 2022
STUDIUMJE.IT
WEB DEVELOPMENT BASICS COURSE
- 2014 - 2016
UNIVERSITY OF THE ARTS IN POZNAŃ
FURNITURE DESIGN (Master degree)
- 2015
POLITECNICO DI MILANO, SCHOOL OF DESIGN
DESIGN & ENGINEERING (exchange)
- 2013 - 2014
3D TECHNOLOGY PARK IN POZNAŃ
3DS MAX + VRAY COURSE
„Digital lighting & rendering”
- 2010 - 2014
UNIVERSITY OF THE ARTS IN POZNAŃ
INDUSTRIAL DESIGN (Bachelor degree)

SOFTWARE SKILLS

3dsMax + Corona / V-Ray	● ● ● ● ●
Unity 3D / Unreal Engine 4	● ● ○ ○ ○
Adobe Photoshop / Illustrator	● ● ● ● ●
Adobe InDesign	● ● ● ○ ○
Adobe After Effects	● ● ● ○ ○
Wordpress / Webflow	● ● ● ○ ○
Adobe XD / Figma	● ● ○ ○ ○
HTML / CSS	● ○ ○ ○ ○
SolidWorks + KeyShot	● ● ● ○ ○
AutoCAD	● ● ○ ○ ○

OTHER SKILLS

English	● ● ● ● ○
Product photography	● ● ● ○ ○
Good communication / Teamwork	
Problem solving and self-reliance	
Attention to detail	

EXPERIENCE

- 2019 - CURRENT
CASUS DESIGN / PICTEREST - 3D GENERALIST
 - 3D modelling and rendering of interior, architecture and products
 - 360° spherical interior rendering
 - 3D animation, editing and post-production
 - creating virtual walk through in Unreal Engine 4
 - implementation & management of internal rendering farm
 - improvement of internal communication systems
- 2019 - CURRENT
OWN BUSINESS - PRODUCT & 3D GRAPHIC DESIGNER
 - brand identity creation and design of 3 furniture collections
 - 3D modelling and visualizations in cooperation with designers, architects and furniture producers
 - 3D animation creation and editing, 360° spherical rendering
- 2016 - 2019
KOSMONAUT / PLANE POLSKA - VISUAL DESIGNER
 - conceptual design of commercial and residential furniture, accessories and equipment
 - cooperation with an international team of specialists in development and implementation of projects for production
 - 3D modeling and preparation of technical documentation
 - creation of photorealistic 3D visualizations and product photography (packshots) and their further processing for marketing purposes
 - design and preparation of printed publications (magazines, brochures, banners) and marketing presentations (various media), etc.
 - design and maintenance of company websites (Wordpress)
 - cooperation and coordination of the work of external specialists (architects, programmers, graphic designers, photographers, etc.)
- 2016 - 2019
FREELANCE - PRODUCT & 3D GRAPHIC DESIGNER
 - cooperation with brands: Smreki, Politura Berlin, Ibombo (furniture and exhibition stands design, 3D modelling and visualizations)
 - graphic design: brand identity, posters, leaflets, social media graphics
 - cooperation with A2HM (design of bus/tram stop shelters and public space furniture)
- 2014
FOUR CREATIVE - 3D GRAPHIC DESIGNER
 - modelling, shading and 3D rendering for furniture and interior design industry
 - conceptual interior design for photoshoots, retouching and post-production
- 2013
GTC - INTERNSHIP IN THE DESIGN DEPARTMENT
 - designing a new line of products supporting working with tools

AWARDS AND ACHIEVEMENTS

- The main prize in the design and visualisation competition „Concept Be Spot in a small bathroom” organized by the Excellent brand
- Participation in international UAP-SHNU project in Shanghai
- Award in the „DESIGNEDFORPOZNAN” competition and participation in the „PERSPECTIVE_S FROM POZNAŃ” exhibitions in Milan, Berlin, Brussels, Gdynia, Warsaw, Cieszyn and Poznań