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## personal info

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Born in: Elk, Poland, 1992  
Based in: Perth, Scotland

With a proven track record of general image processing experience, leading volumetric capture and VR/AR productions, I participated in multiple multimedia projects from initial concepts to final delivery. I have strong art direction skills, coupled with technical expertise in volumetric capture, digital human workflows, architectural and technical visualisation, and general 3D, 2D and film workflows, as well as team and project management abilities. My experience crosses areas of traditional and real-time interactive content development. I regularly attend professional industry conferences and run my own educational programme about Gaussian Splatting.

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## professional experience

vfx / film / volumetric capture / gaussian splatting / virtual production

[2019-present] adize - freelance film director, producer, VFX artist and educator

- [2025] What The Splat? - Gaussian Splatting training programme creator and course instructor
- [2025] Move4D - volumetric capture demo for SIGGRAPH 2025
- [2025] New World Media - 4D Gaussian Splatting processing and postproduction for studio demo purposes
- [2025] [Leaf No. 3 - Inspire Libraries](#) - VR experience - Unreal Engine, Off World Live 2.5D setup and rendering 180 stereoscopic VR
- [2025] Third Platform Technologies, Provenate - AR app demo modular assets creation in Houdini
- [2024] [Moncler City of Genius - Harrods Advertisement](#) - Shanghai Fashion Week 2024 - On Set Post-Production Supervisor, On Set Senior Nuke VFX Compositor
- [2024] They Will Collect Us (short film, dir. Julia Dobrovolska) - VFX artist
- [2024] [Lungs](#) (short film, dir. Adrianna Polcyn) - writer, director, producer
- [2024] These Walls (short film, dir. Jared Garfield) - video plate clean-up in Nuke (digital film)
- [2022] [Podium](#) (short film, dir. Hamidah Duffus) - video plate clean-up in Nuke (digital film)
- [2022] [Vibrant Youth Worldwide](#) (music video) - camera operation, directing

- [2021] [The Visit](#) (short film, dir. Ebele Tate) - video plate clean-up in Nuke (analogue film)
- [2021] [Kiss Chase](#) (short film, dir. Ebele Tate) - video plate clean-up in Nuke (analogue film)

[2024-2025] [Metastage](#) - Technical Artist, Volumetric Capture Processor, Pipeline TD

- [2025] [IRIS XR](#) - volumetric capture medical demo - colour correction, CGI mocap props integration and compositing
- [2024] [Alo Yoga - Alo Moves XR](#) - VR game - volumetric capture custom colour correction pipeline, asset optimisation

[2017-2024] [Dimension Studio](#) - Technical Artist Supervisor, Volumetric Capture Team Lead

- [2024] [Wicked](#) and [Wicked For Good](#)- feature film - digital crowd assets - volumetric capture processing and post-production for large-scale production (custom Houdini pipeline)
- [2024] [Those About To Die](#) - Peacock/Amazon Prime TV series - lead content operator for virtual production; digital crowd assets - volumetric capture shoot supervision, processing and post-production for a large-scale production (custom Houdini pipeline)
- [2023] [Nike Force 9 - Haaland](#) - AR app - volumetric capture post-production supervision
- [2022] [HBO: Avenue 5 Season 2](#) - HBO TV series - volumetric capture post-production supervision
- [2022] [Volumetric Drag Queens in Augmented Reality](#) - AR app - volumetric assets processing, 8th wall app development
- [2022] [Sad Night Dynamite - Vol. II](#) - music video - volumetric capture post-production supervision
- [2022] [Charlotte Tilbury: Welcome to a Virtual Party](#) - AR app -volumetric capture post-production supervision
- [2022] [WOW Inc: Contour](#) - short film - volumetric capture processing and post-production supervision
- [2022] [I Wanna Dance With Somebody](#) - feature film - digital crowd assets - volumetric capture processing and post-production for large-scale production (custom Houdini pipeline)
- [2022] [On the Morning You Wake](#) - VR documentary - volumetric capture processing and post-production supervision
- [2021] [Green Planet AR with Sir David Attenborough](#) - AR app -volumetric capture processing and post-production supervision
- [2021] [Sky Scope 2.0: Back in full swing](#) (Golf Open 2021) - live sports analysis broadcast - volumetric capture processing and post-production supervision
- [2021] [Coldplay x BTS: 'My Universe'](#) - music video - volumetric capture stage set-up, operation, processing and post-production
- [2021] [H&M x Simone Rocha AR Pop-Up Book](#) - AR app - volumetric capture stage set-up, operation, processing and post-production
- [2021] [SONZAI](#) - interactive AR installation at the V&A - volumetric capture processing and post-production

- [2020] [Balenciaga - Afterworld: The Age of Tomorrow](#) - fashion VR game - volumetric capture stage set-up, operation, processing and post-production
- [2020] [SK Telecom - Changdeok ARirang](#) - AR app - volumetric capture stage set-up, operation, processing and post-production
- [2020] [Capital Up Close Presents Anne-Marie with Barclaycard](#) - AR app - volumetric capture shoot supervision and processing
- [2020] [Sam Smith x Spotify Diamonds AR](#) - AR app - volumetric capture shoot supervision, processing and post-production
- [2020] [Three x CSM x London Fashion Week](#) with Adwoa Abhoa - AR app - volumetric capture shoot supervision, processing and post-production
- [2020] [Covid-19 Immersive healthcare training for NHS](#) - volumetric capture shoot supervision, processing and post-production
- [2019] [National Theatre: All Kinds of Limbo](#) - VR experience - volumetric capture post-production supervision
- [2019] [Jeff Wayne: The War of the Worlds](#) - VR experience -volumetric capture stage operation, processing and post-production
- [2019] [Sky Sports: Golf Open 2019](#) - volumetric capture stage set-up on location, operation, processing and post-production
- [2019] [Virtual Viking - The Ambush](#) - VR experience - volumetric capture stage operation, processing and post-production
- [2018] [Tino Kamal: VIP](#) - music video - volumetric assets creation, post-production - project lead
- [2018] [Madonna: 2019 Billboard Music Awards](#) - live broadcast performance - volumetric capture stage operation
- [2018] [American Express x Wimbledon Campaign with Andy Murray: AR Champions Rally](#) - AR app - volumetric capture processing and post-production
- [2018] [Burger King: Tinie on a Whopper](#) - AR app - volumetric capture stage operation, processing and post-production
- [2017] [Sky VR: A Discovery of Witches – Hiding in Plain Sight](#) - VR game - volumetric capture stage operation, processing and post-production

[2016-2017] Timeslice Films Ltd - VFX artist, VFX compositor

- [2017] The Nutcracker - feature film - assistant DIT with a custom toolset in Adobe After Effects for multicam sync and stitching
- [2017] The Grand Tour - TV series - multicamera rig output stabilisation with a custom pipeline in After Effects
- [2016] Outlander - TV series - assistant DIT with a custom toolset in Adobe After Effects for multicam sync and stitching
- [2016] [Royal Navy - THREE SIX ZERO](#) - educational content - 360-degree video cleanup and stitching

## architectural visualisation

[2024-present] freelance architecture visualiser

- [2025] Interior Visualisation - [Loft Garden Wesola](#) - private client

[2014-2024] [Touch3d media](#) - 3d artist

- [2024] Barn House - Youngman Lovell Architects - 3d vegetation with Forest Pack, vegetation animation, water shader, lighting setup in Corona
- [2015] Arran House Drumrossie Homes Visualisation - 3d modelling in 3dsmax, lighting, animation and rendering in V-Ray, compositing in After Effects
- [2014] Discovery Well Integrity - GoreVega - technical animation - After Effects motion graphics, compositing, editing

## additional roles

[2025-present] Perth Theatre and Concert Hall, Perth - Technician

[2025-present] Gordons Events, Perth - professional cleaning

## volunteering

[2024-present] [The Library of Innerpefferay](#) - museum guide, marketing team

- [Library Catalogue Launch 2025](#) - promotional video editing

[2016-present] [Glastonbury Festival](#) - Critical Waste - festival recycling team

## Professional industry conferences

- [2025] 3DBODY.TECH Conference & Expo - participation
- [2025] SIGGRAPH Vancouver - supporting Move4D

## education

### university degrees

- [MA Film](#) (Raindance Film School under De Montfort University) – graduated 2020  
Screenwriting, Directing and Visual Development
- [MA Digital Effects](#) (Bournemouth University) – graduated 2016
- BSc (Hons) Computing for Graphics and Animation (Robert Gordon University) – 1st Class Degree – graduated 2015
  - Robert Gordon University Class Award 2015
  - Robert Gordon University Class Award 2014
  - ConocoPhillips Prize for Academic Excellence 2013

### additional courses and certifications

- [2025] Introduction to Data Science with Python - short course
  - Issuing authority: Robert Gordon University
- [2025] Computer Vision for the Energy Sector - short course
  - Issuing authority: Robert Gordon University
- [2025] The Gnomon Workshop - Creating Realistic Fabric & Clothing for Games
- [2025] Santander – Artificial Intelligence for everyone – short course

- Issuing authority: Lodz University of Technology
- [2024] Introduction to Python programming - short course
  - Issuing authority: Robert Gordon University
- [2022] Unreal Engine Course - Learning for Tomorrow
  - Issuing authority: EMEA Initiative 2022
- [2019] Producer's Foundation Certificate
  - Issuing authority: Raindance Film Festival
- [2019] Screenwriter's Foundation Certificate
  - Issuing authority: Raindance Film Festival

## languages

- Polish (mother tongue)
- English: British Council: Certificate in Advanced English
- Italian (B1 Level)
- French (A2 Level)



Dual citizenship (Polish and British) that allows me to work with no visa in the UK and the EU countries.

Driving license - categories A and B

# skills

## volumetric capture

- software
  - Microsoft Mixed Reality proprietary software
  - IOI Studio Cap (volumetric stage operation)
  - Basic knowledge of the YOOM capture system
  - Arcturus HoloEdit Suite
  - Houdini custom volumetric capture tools
  - Volumetric capture plugins for real-time playback
- Processing from 2d input to 3d output, optimisation of processing workflows throughout the whole pipeline
- RnD in volumetric capture, testing new software and plugins available on the market
- Volumetric capture digital human skeletonisation techniques, skeletal retargeting, machine learning deformation
- Volumetric capture retopology and temporal smoothing
- Volumetric capture assets reclothing and customisation
- Volumetric capture assets crowd generation
- Volumetric capture assets blending and looping
- Volumetric capture stage set-up, operation and supervision during the shoot
- Volumetric capture stage maintenance
- Capture and post-production software troubleshooting
- Volumetric capture texture editing
- Volumetric capture assets rendering
- Creation of virtual synthetic camera rigs to be used for testing the physical set-ups
- Artist recruitment and training, managing teams
- Advanced procedural effects on volumetric capture assets, such as materialisation effects, smoke, fire, magical effects, particles driven by velocity and more

## 3D

- Houdini
  - COPs, SOPs, TOPs, MOPs (Motion Operators), MLOPs (Machine Learning Operators)
  - LOPs (Karma, MaterialX) - rendering, material creation, optimisation
  - HDA creation
  - USD workflows
  - Rendering, compositing
  - Retopology, asset decimation and optimisation
  - VDB and Pyro workflows
    - Fire, smoke, and cloud look development and simulation
  - Vellum cloth creation and simulation
  - Character tools
    - APEX rigging
    - KineFX/APEX animation retargeting and mocap integration
    - Optimisation for real-time playback
    - Crowd generation, customisation and randomisation tools
- Marvelous Designer

- cloth creation and simulation
- 3ds Max
  - Modelling, modelling from CAD plans
  - lighting
  - texture and material creation
  - rendering with V-Ray and Corona
  - vegetation design with Forest Pack
- Unreal Engine
  - Scan to Metahuman pipeline
  - Composure compositing toolkit
  - Off-World Live Streaming Toolkit
  - sequencer control
  - Working with mocap animation, optimising FBX characters for real-time playback, looping, blending
  - Rendering
- Touch Designer
  - Preparing content for virtual production projects, camera projection setup
  - Setting up virtual production 2.5D content with dynamic user interface-controlled parameters
  - Mocap integration tools, working with different data formats
- Motion Capture and animation
  - markerless motion capture - Captury
  - Rokoko Vision
  - Mixamo
  - Editing mocap sequences with Motorica AI
  - editing mocap data in Houdini - cleanup, stabilisation, temporal smoothing
- photogrammetry
  - knowledge about best capture practices
  - Meshroom, Reality Capture, Houdini photogrammetry pipeline, Cloud Compare
- AI ML tools
  - Gaussian Splatting
    - Working in several different implementations, apps and software ([INRIA](#), [2DGS](#), Supersplat, Postshot, Luma AI, Scaniverse, Volinga.AI, KIRI Engine, advanced knowledge of Houdini GSOPs)
    - preparation and processing of 2d images
    - Gaussian splat model training from images and 3d renders
    - Gaussian Splatting point cloud clean-up
    - Gaussian Splatting meshing
    - Gaussian Splatting relighting
    - Gaussian Splatting compositing with traditional 3d elements
    - Gaussian Splatting traditional rendering in Blender and Houdini
    - Synthetic Gaussian Splatting data generation
    - real-time rendering in many different engines (Unreal Engine, Unity, web-based engines)
  - up-to-date testing of the most recent code repositories for tasks such as:
    - Extracting 3d skeletal animation data from monocular and multi-video streams, extracting facial animation for 2d videos, 3D object tracking
  - familiarity with Generative AI Text models such as ChatGPT, GeminiAI and 3D Generative models

## photography/cinematography

- working with physical cameras
- working with small drones like DJI Mini
- understanding of physical camera intrinsic, such as different camera lenses, sensor sizes, aperture, f-stop
- working with digital and analogue film cameras, including basic drone operation
- understanding of lighting the scenes in the real world and 3d scenarios
- working with multi-cam systems, GoPro, DSLR, video, 100+ cameras

## 2D

- Adobe After Effects
- Nuke
  - rotoscoping
  - compositing
  - colour correction
  - video plate clean-up (objects removal and addition, blemishes removal, face smoothing, adding film grain to digital footage, copying filmic looks between footage and more)
  - 2D and 3D tracking
- Adobe Premiere Pro
- DaVinci Resolve
- BorisFX Silhouette
- Adobe Photoshop
- Adobe Lightroom
- Adobe Illustrator
  - poster design
  - graphic design
- ProCreate (iPad)
  - poster design
- AI ML tools
  - Stable Diffusion
  - Topaz Gigapixel
  - Topaz Video AI
  - Nuke AI tools (Copicat, AI upscaling, Cattery)
  - Depth estimation tools such as RobustVideoMatting, BackgroundMattingV2, DepthAnythingV2, DistillAnyDepth
  - Boris FX Silhouette ML Tools (automatic masking, retiming, denoising footage)

## web design

- HTML and CSS

## 360° video and images

- Nuke Cara VR

- three.js
- Wordpress CMS
- WebGL

- Mettle Sky Box Studio
- Syntheyes
- PT Gui

## camera tracking

- Nuke 3d and 2d tracking
- After Effects 3d and 2d tracking
- PF Track
- Boris FX Mocha

## programming languages

- basic javascript
- VEX (Houdini)
- Python (intermediate)

## software and plugin testing

- feeding back to software developers

## other skills

- helping to define technical roadmaps for teams and business development
- presenting ideas to clients, answering client technical queries, advising clients on post-production techniques and shoot requirements
- project management tracking software: Monday.com, FTrack
- automation of workflows, creating pipelines that help with repetitive tasks
- work organisation: folder structure and file naming conventions organisation
- managing the team of artists in production and post-production
- HR: Personal development plan and reviews
- recruiting CG artists
- client-facing documentation
- training and mentoring new technical CG artists
- in-depth documentation of workflows
- help in budgeting, scheduling and resourcing small film pre-, production and post-production (experience with up to 50-person crew)
- being proactive and solution-oriented
- great interpersonal skills and interest in psychology - listening, supporting mental health, and creating a positive, open-minded, safe and professional workplace environment
- understanding of and interest in new trends and developments in the computer graphics field, including new AI tools, updates in software features and new 3d workflows and formats