

# Filip Gronowski

2D Artist

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Poland, Gdynia  
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## EXPERIENCE

**FORNIXA, CARRAMBA GAMES and more — UI Designer, Texture Artist, 2D Animator - Unity, Concept Artist, Graphic Designer, Motion Graphic Designer**

JULY 2022 - ONGOING

- Creating animations and FX in UNITY for turn based, indie game GOD MACHINES for, Fornixa [https://store.steampowered.com/app/2177890/God\\_Machines/](https://store.steampowered.com/app/2177890/God_Machines/)
- Redesigning UI for TURBO BULLETS, texturing, narrative design [Turbo Bullets on Steam \(steampowered.com\)](#)
- Creating lore and drivers backstory, as well as basic narrative ideas

**MANSION — Digital Designer, Gibraltar**

JULY 2019 - JULY 2022

- Creating banners and HTML, MP4 and GIF animations • Liaise with CRM and Marketing department • Preparing assets for flash games like Space Invaders for existing customers

**BETVICTOR — Graphic Designer, Gibraltar**

JULY 2016 - JULY 2017

- Producing graphics of the highest quality for online use • Liaise with print production and Marketing teams, Design Manager, Traffic controller, alongside Senior and Middleweight designers • Designed Home and Away BetVictor Football Kit
- Arranging space for BV guests room with Casino tables and roulettes

**3C Interactive, Nektan PLC, Dafabet, Indie Games, Ontos, Pink Moods, StudioKOD, Street Food Grobla — UK, Gibraltar, (Polska, Indie, USA - remotely), 2D Freelancer, Video Editor, Illustrator, Graphic/Motion Designer, Pixel Artist, Animator 2D**

JULY 2012 - JULY 2017

## EDUCATION

**University of Lincoln, UK — BA HONS ANIMATION**

SEPTEMBER 2009 - JUNE 2012

I received solid education in digital art - Graphic/Motion Design, 2D/3D Animation, 3D Modeling, texturing, Video & Music Editing..

**Lyceum of Art, Gdynia Orłowo, Polska — MATURITY EXAM**

SEPTEMBER 1995 - JUNE 2000

Very thorough introduction to traditional (composition, mood, color) with emphasis on creative thinking, working to a brief and problem solving skills.

## PORTFOLIO

[Filip Gronowski Portfolio](#)

[Channel YouTube](#) - Animation 2D, 2.5D and 3D, motion design, Music videos and more  
[LinkedIn](#)

## SKILLS

Customer Service: outgoing, reliable, motivated, hard working, organized

Design: Graphic/Motion Design  
2D/3D Animation, 3D Modeling & Texturing, Video Editing, Advanced Photo Editing & Compositing, Experience with PC & Mac, Quick learning, Working to a brief, Teamwork and Leadership

## SOFTWARE

Adobe Creative Suite:  
Photoshop, Illustrator, InDesign, Animate, Premiere, After Effects, Audition, Lightroom

Other Software:  
UNITY - animation and FX, Rage, MS Word, Excel and PowerPoint, Zeplin, Pyxel Edit, ToonBoomHarmony, Krita, Fork, Aseprite, Jira, Notion. Fork and more

AI: MidJourney, Dalle 2, SDiffusion

## TRAINING

City & Guilds Customer Service Course, Short concept art course at WGK (Conference on Computer Games Development), ICS 3DS Max Animation course: modeling, animation, lighting, HTML5 & CSS at CodeCademy

## LANGUAGES

POLISH - Native  
ENGLISH - Fluent

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recruitment process for the position indicated in the job offer published by DRAGO entertainment S.A."