



Wing^oed

// Tech Artist & Dev

CONTACT ME

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EDUCATION

IV Tadeusz Kościuszko High School in Cracow

2010 - 2013

GRAPHIC SKILLS

Unreal Engine	<div style="width: 80%;"></div>
Notch	<div style="width: 60%;"></div>
Adobe Premiere Pro	<div style="width: 40%;"></div>
Resolume Arena	<div style="width: 50%;"></div>
Adobe After Effects	<div style="width: 40%;"></div>
Cinema 4D	<div style="width: 20%;"></div>

PROGRAMMING SKILLS

C++	<div style="width: 60%;"></div>
Python	<div style="width: 60%;"></div>
AutoHotkey	<div style="width: 20%;"></div>

SOFT SKILLS

Listening	<div style="width: 80%;"></div>
Self-management	<div style="width: 80%;"></div>
Teamwork	<div style="width: 80%;"></div>

LANGUAGES

Polish	<div style="width: 80%;"></div>
English	<div style="width: 80%;"></div>

SUMMARY

A **self-taught** professional with over a **decade of diverse experience** in computer graphics, I bridge the gap between visual creativity and technical execution. My expertise centers on **Unreal Engine** and **C++**, with a primary focus on technical artistry and development. Additionally, I leverage **Python** for versatile application development and **Notch** to produce high-end, real-time visuals.

I thrive in dynamic teams that tackle challenging problems and have had the privilege of **leading** projects and **managing** teams. My colleagues often refer to me as a "ninja generalist" and "scribe", reflecting my **wide-ranging skills** and efficiency. I look forward to bringing this positive energy and dedication to future collaborations.

WORK EXPERIENCE

Lead Technical Artist & Workflow Architect

2025 - Present

<https://iconyk.pl/>

ICONYK | Cracow, PL

Serving as a key link between high-level artistic vision and technical execution within the modern event industry. I specialize in developing **real-time visuals** and custom **Unreal Engine applications**, while architecting efficient **production workflows**. My role focuses on solving complex technical challenges and bridging the gap between creative talent and rigorous technical requirements to deliver cutting-edge immersive experiences.

Lead Tech Artist

2023 - 2025

SpaceRocket Games | Remote

<https://spacerocket.games/>

Starting as a junior developer, I quickly found my niche as a lead technical artist. I am extensively developing my skills in **Unreal Engine** and take great pleasure in assisting the team in building an ambitious game development project.

Self-employed & Freelance

2019 - 2023

Tomasz Liszkowski PIERWSZY | Cracow, PL

As an international freelance graphics designer, I honed new skills, rebranded, and transitioned towards being an **Unreal Engine developer** and **technical artist**.

Co-owner & Virtual Reality Graphics Developer

2020 - 2021

Funky Fox Studio | Cracow, PL

<https://funkyfox.studio/>

Before the pandemic, I joined the **Unreal Engine's Virtual Production** creators, co-developed a toolkit for virtual sets, and researched Leap Motion controller's business applications.

Lead Real-Time Graphic Designer

2018 - 2020

Piloci Studio | Cracow, PL

<https://piloci.studio/>

Using **Adobe After Effects** and **Notch**, I created motion-design and real-time visuals for concerts and Polish music stars, while also starting international collaborations, TV productions, and workflow optimization.

Wyrażam zgodę na przetwarzanie moich danych osobowych zawartych w mojej ofercie pracy dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z Ustawą z dn. 29.08.97 o Ochronie danych Osobowych Dz.U. nr 133 poz. 883 z późn. zm.)