



# ANTEK RANCELEWICZ

digital media designer, developer & producer

I am a multidisciplinary digital media creative with a design background and an international professional as well as academic experience. I have a record of successful projects ranging from competition-winning architectural renderings, and National Geographic-published photographs to motion graphics, immersive Virtual Reality experiences, Mixed Reality systems and Augmented Reality applications. I am a driven, curious, problem-solving and open-minded individual looking forward to participating in exciting projects small and large.

## PROFESSIONAL EXPERIENCE

### Digital Media Consultant

UK/France  
Jan 2016 - present

#### Mixed Reality Design and Development

Virtual Reality and Augmented Reality expert for companies including UNICEF.

#### 3D Graphics

3D Generalist with expertise in modeling, lighting, texturing, animation, rendering and optimisation of 3D assets for interactive experiences, apps, games, websites, still images and videos.

#### Architectural Visualisation

Photorealistic 3D rendering artist for over 20 returning clients including Lamotte and Architecture Plurielle.

#### Video Editing/Motion Graphics

Video Editing, Motion Graphics and Visual Effects expert for companies like UNICEF and Infoshare.

### UNICEF

UK/France  
Aug 2020 - present

#### Mixed Reality Specialist and Motion Graphics Designer

Leading the creation of UNICEF's first Augmented Reality app, online AR experiences and a series of videos presented on the Infoshare platform and on UNICEF Boards. The AR app has been praised as "one of the most intuitive to use" by UNICEF's staff and the video as "the best on Infoshare".

### Atsushi Kitagawara Architects

Tokyo, Japan  
Oct-Dec 2016

#### Architectural Internship

Responsible for 3D modelling, building physical models, research, creating visualisations and CAD drawings of a skyscraper in Tokyo at one of the leading Japanese architecture firms.

### tmA Architecture

Paris, France  
2014-2015

#### Architectural Assistant, 3D Artist

Responsible for 3D modelling, photography, visualisations and CAD drawings. I helped develop projects for fashion luxury house Hermés and logistics centre Sogaris.

### MAT Architecture

Gdansk, Poland  
2012-2016

#### Architectural Assistant, 3D Artist

Responsible for concept-sketching, 3D modelling, photography, web design, visualisations and CAD drawings. I helped develop projects for companies like Sheraton and United Technologies.

## EDUCATION

### Royal College of Art & Design

London, UK  
2018-2020

#### Master of Arts in Digital Direction

Maximum score for all marking criteria. Final project on an educational mixed reality system helping to learn and improvise on musical instruments with holograms. Mentored by Dr Eleanor Dare, Dr Matt Lewis and Dr Carol MacGillivray.

### Gdansk University of Technology

Gdansk, Poland  
2012-2016

#### Bachelor of Science in Architecture

Maximum score for the final project on a sports centre in Paris initiated during my year in France. Best residential building project of the year awarded with the 1st prize by Equitone in 2014.

### ENSA Paris Val de Seine

Paris, France  
2014-2015

#### Year abroad within Architecture studies

Finalist at the "Reinventer Paris" student competition.

[antekjancelewicz.com](http://antekjancelewicz.com)

contact@antekjancelewicz.com

+48 602 721 832

+33 7 69 8 7 21 31

 [LinkedIn](#)  [Portfolio](#)

## OTHER EXPERIENCES

### Google Hackathon

London, UK

Dec 2019

#### Project on Digital Wellbeing

I was one of 50 participants selected from over 800 applications to collaborate on digital solutions helping people find a better balance with technology. Designed a sleep-related app.

### Microsoft Research

London - Cambridge

Jan-May 2019

#### Project on future implications of AI for industries

I was one of 24 selected RCA students to work on an R&D project on the "gig economy" workers in the era of AI. The 5 months' work has culminated in an exhibition at Microsoft Research in Cambridge.

### National Geographic

Paris, France

Sep 2018

#### Contributor as a photographer

National Geographic has published my photograph of the Gdansk IIWW Museum as a cover of an article on Poland.

### Polish Institute in Paris

Aug 2018

#### Ambassador for the Polish Institute in Paris

Created and published a series of articles and photographs on Polish architecture.

### Photo Exhibition & Awards

2015 - 2016

- Photography exhibition in Sopot's Zatoka Sztuki art gallery
- 1st place in the Motif Collective's Oct 2016 competition
- Finalist in Popular Photography's competition

## SKILLS

### Art

- 3D Graphics
- Animation
- Compositing
- Film-making
- Hand-Drawing
- Illustration
- Music Production
- Photography
- Visual Effects

### Design

- 3D app/game design & development
- Architecture
- Concept development
- Deployment
- Mixed Reality design & development
- Prototyping
- R&D
- User Testing
- UX/UI design

### Software

#### Adobe

- After Effects
- Illustrator
- InDesign
- Lightroom
- Photoshop
- Premiere Pro
- XD

#### Autodesk

- 3Ds Max
- AutoCAD
- Ableton Live
- Figma
- Microsoft Office
- Rhinoceros
- SketchUp Pro
- Unity 3D
- Visual Studio
- Vray | Redshift

### Languages

#### English

bilingual

#### French

fluent

#### Polish

mother tongue

#### C#

advanced

#### HTML+CSS

intermediate