

# Agnieszka Morawska

3d Animator

I am a 3d Animator. I specialize in animation of characters and creatures for tv series as well as feature animation. I am skilled in cartoony and realistic animation styles. I have experience in creating layouts for animation. I am also skilled in editing motion capture data.

## Work History

- 2023-01 – currently**      **Animator 3D**  
*Black Drakkar Games, Warsaw, Poland*
- editing motion capture data and creating keyframe animations for AA game project; remote job.
- 2022-03 – 2023-07**      **Animator 3D**  
*TagWizz LLC, USA*
- creating animations for games; freelance remote job.
- 2021-10 – 2021-11**      **Layout Artist**  
*Studio Soi, Ludwigsburg, Germany*
- Creating layouts for project “La Sirene”; freelance remote project in Blender.
- 2021-08 – 2021-08**      **Creature Animator**  
*Obvious Film, France*
- realistic horse animation for a videoclip “Piece Uniques”; freelance remote project.
- 2020-01– 2020-06**      **3D Animator**  
*Rainbow CGI, Rome, Italy*
- Created layouts and animation for a Disney Junior Tv series “Puppy Dog Pals”
- 2019-01 – 2019-09**      **3D Animator**  
*Digitalcomoedia, Naples, Italy*
- 3d character animator in a feature animated film “Trash”
- 2018-08 – 2018-09**      **3D Animator**  
*B-Water Studios, Barcelona, Spain*
- 3d animator and layout artist for tv animation series “Diddl”; freelance remote project

## Contact

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## Skills

Keyframe Animation:

●●●●●  
Excellent

Editing Motion Capture Data:

●●●●●  
Excellent

## Languages

English – advanced

German – intermediate (B1)

## Software

Autodesk Maya:

●●●●●  
Excellent

Blender:

●●●●●  
Good

- 2018-01 –  
2018-08 **3D Animator**  
*Artella projects*
- animating for Artella projects e.g. “The Book of Mojo”; freelance animation work
- 2017-04 –  
2017-12 **3D Animator**  
*Orka Post Production Studio, Warsaw, Poland*
- Character animator in two episodes of “Talking Tom and Friends”, and commercials
- 2016-11 –  
2017-04 **3D Animator**  
*Animoon Studio, Warsaw, Poland*
- Cleaning motion capture data for “Acid Rain”
- 2016-07 –  
2016-11 **Junior Character Animator**  
*Platige Image, Warsaw, Poland*
- Cleaning motion capture data in projects *Another Day of Life, Jaga* and *Attraction*
- 2015-08 –  
2015-09 **3D Animator**  
*AnimJam – Animation Mentor School production*
- Participating in “AnimJam” – short production by Animation Mentor- animated one shot.
- 2014-12 –  
2015-03 **3D Animator**  
*Nemipictures Gdynia, Poland*
- 3d animation for animated film „Pojednanie”

## Education

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- 2024-07-01 –  
2024-07-19 **Animating in Unreal 5.4 workshop**  
*Sir Wade Animation*
- 2020-06 –  
2020-09 **Creature Animation Workshop:  
Flight school and Fantasy Creatures**  
*IAnimate – mentor Brendan Body*
- 2014-01 –  
2016-06 **Character Animation Track**  
*Animation Mentor*
- 01/07/2014 – 16/09/2014 Animation Basics – mentor Chad Steward
- 30/09/2014 – 16/12/2014 Body Mechanics – mentor Greg Kyle
- 06/01/2015 – 24/03/2015 Advanced Body Mechanics – mentor Sean McComber
- 31/03/2015 – 16/06/2015 Introduction to Acting – mentor Nick Bruno
- 29/09/2015 – 15/12/2015 Advanced Acting – mentor Dave Burgess
- 29/03/2016 – 14/06/2016 Polishing Portfolio – mentor Sean Sexton
- 2000-10 –  
2006-10 **MA in History of Art**  
*Catholic University of Lublin*