

DANIEL KOCHANSKI GRAPHIC ARTIST

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Stockholm

PIXEL PERFECTION IS MY GAME

EDUCATION

3D GRAPHICS, DESIGN AND INTERACTIVE COMMUNICATION

GRAPHIC STUDIO 1999-2001

MULTIMEDIA PRODUCER

NTI COMMUNITY COLLEGE 1997

FILM, VIDEO AND COMPUTERS

COMMUNITY COLLEGE 1995

DESKTOP PUBLISHING

NTI COMMUNITY COLLEGE 1994

BASIC ARTS AND CRAFTS

NYCKELVIKEN ART COLLEGE 1989-1990

COMPUTER SKILLS

- ■ ■ ■ ■ Adobe Photoshop
- ■ ■ ■ ■ Adobe Illustrator
- ■ ■ ■ ■ Adobe Indesign
- ■ ■ ■ ■ Adobe AfterEffects
- ■ ■ ■ ■ CorelDraw
- ■ ■ ■ ■ Magix Sound Forge
- ■ ■ ■ ■ Magix SpectraLayers
- ■ ■ ■ ■ Trimble SketchUp
- ■ ■ ■ ■ Autodesk Maya
- ■ ■ ■ ■ Autodesk Mudbox
- ■ ■ ■ ■ Adobe Flash
- ■ ■ ■ ■ Axure RP Pro

LANGUAGES

- Swedish
- English

PERSONAL

Some favourite things are:
Sci-fi, cosmology, natural sciences,
cats and african safari.

EXPERIENCE

ART DIRECTOR

ANIMAIL AB 2013-2015

Produced all graphics for marketing and corporate identity :

- Online ads, banners, newsletters and company site design.
- Printed ads, flyers, roll-ups, business cards etc.
- Identity Manual and Brand Platform.

Personal achievements :

- Enhanced my multitasking abilities.
- Streamlined my work process and improved efficiency.
- Commended for quality and reliability.
- Added title Art director.

SENIOR 3D ARTIST, MATTE PAINTER AND CONCEPT ARTIST

FORESTLIGHT STUDIO AB 2007-2011

Created primarily 3D graphics :

- 3D modeling, UV-mapping and texturing.
- Matte painting.
- Concept art.
- 3D model quality checking.
- R&D.
- Corporate visual identity.
- Website and production marketing materials.

Personal achievements :

- Accumulated understanding of working in a large team in a pipeline.
- Gained experience working in a supervisory capacity.
- Expanded my responsibilities.

COLLEGE LECTURER AND TUTOR IN PHOTOSHOP

IAA INDUSTRIAL ART & ANIMATION 2006-2008

Developed courses for a new college, conducted lectures and tutoring :

- Basic Photoshop techniques orientation.
- 3D texturing.
- Post production compositing.
- Advanced photorealistic retouching techniques.
- Photography and techniques for matte painting.
- Basic 3D modeling, texturing and rendering.

Personal achievements :

- Received very good feedback from students and management.
- Offered to join school management team.