



ALEKSANDRA ŁUKASIAK

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I'm a concept artist and a graphic designer. Creating and gaming are my passions and things I can't imagine my life without. It doesn't matter if it's creating new worlds, exploring them or watching, I'm able to get lost in them for many hours. I'm a forward thinking perfectionist wanting to create worlds and scenarios that amaze people and give them the opportunity to experience something new. I'm a part of an artistic duo, creating interactive installations with Kinect technology, VR and mapping. My goal is to level up my skills and learn from the best in the gaming industry.

EXPERIENCE

- **CONCEPT ARTIST | GRAPHIC DESIGNER**
Freelance | October 2015 -

Illustrations, commissions, environmental art, character design, UI elements.
- **PREMADE TEAM CO-FOUNDER**
preMADE Team | September 2016 -

Interactive installation with usage of Kinects, sensors, light manipulation. Mapping, VR and art.
- **CONCEPT ARTIST**
9nth Gaming | March 2014 - March 2015

2D artist. Environmental art, character design, UI and vehicles' creation.

EDUCATION

- **MASTER OF FINE ARTS**
10/2014 - 05/2016

Academy of Fine Arts in Warsaw
Specialization: New Media
- **BACHELOR DEGREE**
10/2011 - 05/2014

Academy of Fine Arts in Warsaw
Specialization: New Media

REWARDS AND WORKSHOPS

1st PLACE IN THE GAME DESIGN CATEGORY
IMAGINE CUP - WORLDWIDE COMPETITION
07.2011 | New York, USA, "Book of Elm".

GAME DESIGN AND WEBSITE DEVELOPMENT
WORKSHOP
10.2012-02.2013 | Warsaw, Poland.

ART RESIDENCY PROGRAM
01.2016-04.2016 | Spokane, Washington, USA.

SKILLS

Polish	<div></div>
English	<div></div>
Photoshop	<div></div>
Illustrator	<div></div>
Premiere	<div></div>
After Effects	<div></div>
Indesign	<div></div>
Java	<div></div>
Dreamweaver	<div></div>
Blender	<div></div>

INTEREST



gaming



sword
fighting



music



e-sports



twitch



free
running



cinema



predators

EXHIBITIONS

●
"IN ARTICULO MORTIS"

06.2014 - Warsaw, Poland.

Individual Exhibition, Gallery Spokojna. preMADE Team.
Interactive Installation.

●
LIGHT MOVE FESTIVAL - "GLOWING GRASS"

10.2015 - Łódź, Poland.

Light Installation. preMADE Team.

●
"META"

10.2015 - Warsaw, Poland.

Group Exhibition, Fine Art's Saloon.

●
NIGHT OF MUSEUM - "INTERACTIVE WALL"

08.2015 - Warsaw, Poland.

Interactive Installation. preMADE Team.

●
"PANOPTICON"

06.2015 - Warsaw, Poland.

Online Stream Project. preMADE Team.

●
"67-INCH"

03.2016 - Spokane, WA, USA.

Individual Exhibition. Interactive Installation.

●
"EMPTY SPACE"

03.2016 - Spokane, WA, USA.

Art In Public Space. Installation.

●
"PUBLIC-PRIVATE"

05.2016 - Warsaw, Poland.

Land Art.

●
"NORMAL, WARM"

06.2016 - Warsaw, Poland.

Interactive Installation.