

JAKUB POLITANSKI

Skilled CG artist, successful team lead and developing in management processes.
Structured and organised, driven by resolving problems and challenges in order to deliver a high-end product.

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ABOUT ME

Name:	Jakub Politanski
DOB:	15/08/1981
Nationality:	Polish
Location:	Trollberget 6 423 43 Torslanda Sweden
Exprience :	25Years

WORK EXPRIENCE

2017 - Present — Volvo Cars
Team lead - Senior Technical Visualisation
Team lead role allowed me to exercise new skills and gain experience. I learn to creating and actively managing project plans and driving deliveries to milestones and requirements. Developing resource plans with visualization design manager and marketing coordinator; also ensures appropriate resources are in place and tracked through-out each project. Managing issues and risks, creating mitigation plans and escalate to appropriate stakeholders as necessary. Overseeing project delivery process with key contributors to help manage scope and prepare change orders. Leading status meetings with key stakeholders including clients, agency partners and leadership. I worked on internal project with cross-functional teams including UX, software developers, project leaders an managers gave feedback and drive improvements to the processes and tools. I've managed to implement Confuence and Jira in team activities to get better work overview, transparency and information sharing.

2016 - 2017 — Berge
Visualisation artist - consultant on site Volvo Cars
As a consultant at Volvo Cars i was responsible for preparing 3D data for CG artists and external companies. I've also did improve and optimise workfows, build and train new team and its members. Prepare and led meetings with key stakeholders, designers and engineers. I've also had an opportunity to work in Berge Lund ofce for Lync&Co project.

2013 - 2016 — 3DExcite
Deltagen - 3d artist
Working on real-time and web car confgurators. Main tasks were preparing 3d models, creating textures, setting up materials, creating animations and design fights, rendering layers and stills.
I worked on projects: Lamborghini, Ferrari, Cadillac, BMW, Opel, Toyota at 3DExcite Brussel ofce.

2011- 2012 — Xantus Studio
VFX Generalist
As a generalist I had to be fexible and focused on diferent tasks from basic modelling to postproduction of fnal footage.

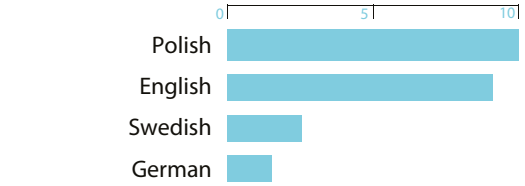
2008 - 2011 — GSZ Studio
3D artist
While working in an architecture and visualisation studio I was dealing with 2D CAD drawings and translating them into 3d models. I gained experience in modelling, creating textures and materials, rendering and postproduction.

EDUCATION

2002 - 2008 — University of Wroclaw
Faculty of Philology, Library and Information Science
Masters degree

2000 - 2002 — Wroclaw University of Technology
Faculty of Mechanical and Power Engineering

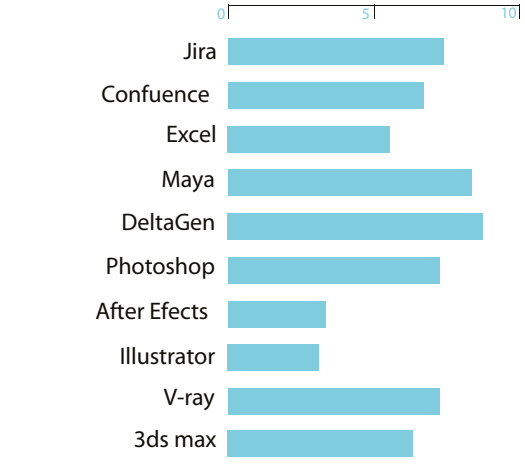
LANGUAGE



SKILLS



SOFTWARE



INTRESTS

Road cycling
Photography
Classic cars